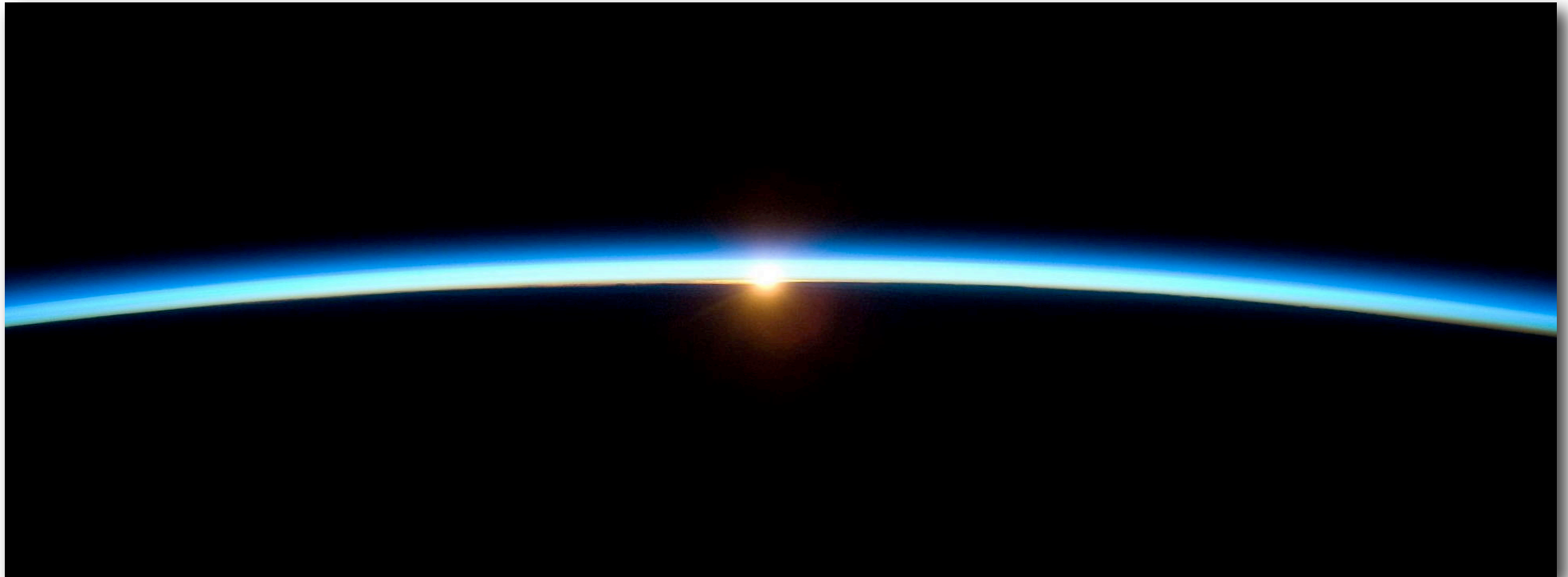


# Spooky<sup>2</sup>

User's Guide



1 Apr 2016

by David Bourke

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## Before we begin...

Welcome to the new Spooky<sup>2</sup> User's Guide. This replaces both the 101 User's Guide and the Manual, and takes the reader from setting up and testing a new Spooky<sup>2</sup> rig correctly to loading, running, and saving Programs. We also examine Spooky<sup>2</sup>'s interface, explain the controls in plain language, and show how they can be used for maximum benefit.

The Guide has also been completely restructured. Practice now comes first, so that you can put Spooky<sup>2</sup> to use straight away. Then we dive deeper into the controls and underpinnings of the system. Next, we show you how Rife and Spooky<sup>2</sup> actually work – getting to grips with this is essential for effective Program design.

We also deal with other ways you can use Spooky<sup>2</sup> for health and home. Finally, we look at the big picture – the mind-blowing quantum laws that underlie our physical universe, how they dictate our lives and health, and how they relate to Spooky<sup>2</sup>.

However, the most important change of all must come from you, the Spooky<sup>2</sup> user. Despite the personal time and effort that went into creating the first edition of this Guide (and the Spooky<sup>2</sup> manual), I found that many people didn't read them, and asked a question on the Spooky<sup>2</sup> Forum instead. In some cases, this is due to illness, but in too many – let's be honest here – it's laziness.

Answering such questions is a huge drain on Spooky team resources. So, since this Guide is now encyclopaedic in scope, we expect you to play your part – and *read it*. In future, Forum questions already fully answered by this Guide will not receive a team response unless we're aware of extenuating circumstances. Knowledge is power, but gaining it takes time and effort – yours.

Unusually, my name appears on the front cover because I alone am responsible for all its contents, and the opinions and experiences recorded herein are mine alone, expressed on my own behalf and not that of any other member of the Spooky team (although it's all been checked by John White for technical accuracy). So far, what I laughingly call “government” still allows me the basic human right of free speech.

Now take control. And I salute you all with “Go n-éirí an bóthar leat!” (Irish Gaelic meaning “May your road rise with you!”).

*David Bourke – December 2014*

## Important advice

- Don't touch the generator controls unless you know what you're doing or you're being guided by tech support. The Spooky<sup>2</sup> Rife System is designed to be totally controlled by the software.
- Drink pure water – lots of it. Ideally, you should drink from six to eight pints daily, half of it before noon. This does two very important things: it flushes toxins and dead organisms out of your body quicker, and it improves your electrical conductivity.
- Don't keep your Spooky<sup>2</sup> rig in your bedroom or general living area – the magnetic Spooky Remotes are so powerful that they “sing” when they're running frequencies in the human audio range. And it will eventually drive you crazy. If you can't put it into an unused room or space, line a cardboard box with foam or polystyrene and upend it over the Remote(s).
- The Spooky Spectrum Sweep and Spooky Converge Sweep are intended for use only in the absence of a reliable diagnosis, not as a general panacea. Both these sweeps will kill all bacteria – pathogenic and beneficial. Prolonged continuous use may damage the immune system unless you supplement with natural probiotics using fermented foods such as sauerkraut, kefir (dairy and/or water), kimchi, pickles, and the like. In no case other than an emergency should either of these sweeps be used continuously for more than 4-5 days.

## System requirements

**PC:** Spooky<sup>2</sup> was originally designed for use with Windows XP, but it also runs on Windows 7, Windows 8, Windows 8.1, and Windows 10. USB 2.0 or greater is required for frequency generator connectivity.

**Mac/Linux:** Regrettably, there are no native Mac or Linux versions. We recommend you pick up a pre-owned Windows PC and dedicate it to Spooky<sup>2</sup>. These can usually be bought for a very modest price. Since many of you will wish to try experiments with long run times, this may be a good idea anyway. Alternatively, you can use [BootCamp](#) to create a Windows partition, or purchase [virtualization](#) software. You can download our helpful “ Spooky<sup>2</sup> in Linux or Mac” PDF guide [here](#) under “Useful Documents.”

## What you get

- Spooky<sup>2</sup>–5M generator built from high quality components and optimized for Spooky<sup>2</sup>.
- Unique Wave Cycle Multiplication enables frequencies up to 25MHz.
- Two damped waveforms (square and sinusoidal) with configurable decay oscillations.
- New H-Bomb waveform (square and sinusoidal), plus Colloidal Silver, Square Harmonic, and Lily.
- Spectral processing can transmit up to 1,024 frequencies simultaneously with uniform amplitude.
- High voltage multiple “spike” injection into all waveforms to increase effectiveness.
- Enhanced dual signal gate control.
- Software amplitude, offset, and phase angle control.
- Auto-calibration – no adjustment necessary.
- Dual configurable amplitude and frequency wobble systems.
- Selectable wobble functions.
- Configurable automatic frequency transposition up or down with selectable harmonic generation functions.
- Direct entry of light wavelength in the database.
- Three types of sweep possible – Carrier, Spectrum, and Linear.
- Global transport controls for multi-generator rigs.
- Individual Channel gating on each output, pause scheduling, and Autostart.
- Windows 32 and 64 bit support with auto-detection for driver installation.
- Internet controls to update the database online.
- Database editor.
- Improved multiple subject handling.
- Auto-resizing supports all screen sizes.
- Biofeedback (Spooky Pulse accessory) to detect MORs and “Yes/No” body responses.
- Program Preset save and restore, including frequency set(s), waveform(s), and all settings.
- Real time control of frequency values.

Download Spooky<sup>2</sup> [here](#). Visit the Spooky<sup>2</sup> [website](#) to see full-size versions of main screen graphics contained in this Guide.



## What's new

Here's what's new in Spooky<sup>2</sup> 01042016 (1 April 2016 – Spooky's birthday):

- **New:** Out 2's waveform can now be programmed in Create Frequency Set.
- **New:** Frequency Slider added to Channel Control panel to allow adjustments to Out 1's frequency output during a Program. This is useful for finding exact hits. Each frequency change in the Program resets the slider's offset to zero.
- **New:** if a generator develops a fault, its Channel button will blink with an "X" superimposed.
- **New:** Channel 128 (the PC Channel) can now be used for Channel Shadowing.
- **New:** added preliminary framework and control that will allow Spooky<sup>2</sup> to run in Linux in the near future.
- **Improved:** when Frequency and Amplitude are swapped, the values for each output in the Channel Control panel are also exchanged to avoid confusion when users check the generator display..
- **Improved:** Hold code altered so that Gate continues and Frequency Slider will function throughout.
- **Improved:** removed Scalar harmonic matching from Blacklist Control and replaced it with the more useful Decade harmonic. Scalar division is 20.08553692, so it's extremely unlikely that matches would have been found. Harmonic matching code has also been improved.
- **Improved:** Gate rate can now be set as low as .001Hz.
- **Improved:** Channel Shadowing now follows zero Hz.
- **Improved:** exponents in very large database frequencies are handled better. This was more an issue with the "L" database entries since these are usually very large numbers. Exponents are no longer expressed in the Frequency List.
- **Improved:** "L" can now be used in Create Frequency Set to define the frequencies of Out 1 as well as the frequency Constant of Out 2 in the database. For example, *L100f0cL200* will apply the wavelength frequencies of 100 nm to Out 1 and 200 nm to Out 2.
- **Improved:** Channel Control panel's Frequency List is now wider to accommodate extremely high frequencies.
- **Improved:** Advanced Menu now shows the full pathnames for both databases at the bottom.
- **Improved:** moved Download Database command from Online Menu to Database Menu.
- **Fixed:** download link for database. Plus various code fixes and optimisations.

Guide pages changed since the 17 March 2016 edition (2) have a blue triangle in the top right corner, as shown above.

# The Spooky<sup>2</sup> Rife System

Here are the components that make up a basic Spooky<sup>2</sup> Rife System. All of these, and much more, are available **only** from [here](#).

## Spooky<sup>2</sup>-5M generator:



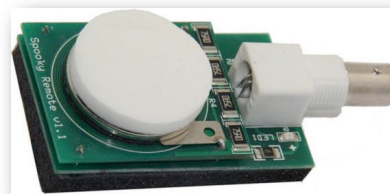
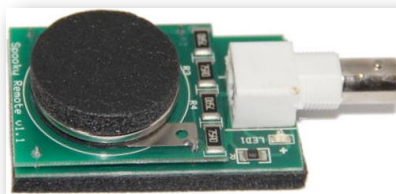
While the Spooky<sup>2</sup> software is the brain that controls the system, this generator provides the muscle. It comes with power supply/connector cable, USB cable, and a BNC-to-alligator clips cable which is used to connect a pair of Spooky Tubes.

## Spooky Hand Cylinders:



Used for contact treatment. They are connected using the BNC-to-alligator clips cable that comes with your generator. An extended cable is also available. For hands-free contact sessions, you can use TENS pads and a TENS cable instead, also available from the website linked above.

## Spooky Remote v1.1 (MN & BN):



Used for remote treatment. The Magnetic North version (black pad) is best for killing pathogens, but is not generally recommended for long-term use. The Biomagnetic North version (white pad) is best for healing and regeneration. Both models come with a short BNC connector cable.

## Spooky Boost 2.0:



This clever signal processor can quadruple the power of Contact Mode, and double the power of Remote. It has dedicated outputs for each Remote model, pass-through connections for the generator's Out 1 and Out 2, and an optimised output for the manufacture of high-quality colloidal silver (also used for Contact Mode). The Spooky Boost 2.0 signal processor is essential for some of Spooky<sup>2</sup>'s most powerful features.



## Spooky Central:



The most powerful and versatile plasma machine on Earth, Spooky Central can transmit up to 3.5MHz without using a wasteful and potentially harmful fixed carrier frequency.

It comes with built-in PEMF (Pulsed ElectroMagnetic Field), ultrasonic, and its own Contact Mode capable of true reversible cell electroporation. All can be used together or separately.

Its plasma tube is encased inside a bullet-proof clear polycarbonate tube for easy handling and safety.

You can also use any third-party tube with internal electrodes and high-voltage banana plugs.

Spooky Central requires a Spooky<sup>2</sup>-5M generator to supply

its frequencies, and we highly recommend a second one to run non-stop detox/support Programs remotely during and after plasma sessions. The Spooky<sup>2</sup> Essential Kit for Cancer, Lyme, and Morgellons is the perfect fit for this unit because it comes with two generators and all the other accessories.

# Warning!

To use the Spooky<sup>2</sup> Rife System safely, you **MUST**:

- \* **Always** connect your Spooky<sup>2</sup>-XM frequency generator to an electrical outlet before attempting to use it. **Don't** use USB only.
- \* **Never** unplug it while in use – **always** stop and switch it off first.
- \* **Ensure** that plug socket adaptors cannot be accidentally kicked or nudged by cleaning/vacuuming, small children, or curious pets, causing momentary disconnection.

Failure to observe these precautions at all times may result in damage to your generator and **will void your warranty**.



## Making connections

Let's get your generator(s) hooked up first.

### Connecting a Spooky<sup>2</sup>-5M:

The first essential is power. With the 5M generators, power means electricity from your home's main electricity supply, not from the PC's USB port. While a 5M generator's display will light up when you connect it via USB alone, it's designed to be driven by a normal 120/220 volt wall power supply, **otherwise it won't work correctly, and is highly likely to sustain damage.**

So connect the small connector on one end of the power cord to the socket on the left side of the generator and make sure it's pushed all the way home. Then connect the "wall-wart" transformer plug on the other end of the cord to a wall power socket, along with any adaptor you may need for your particular country's socket design.

If you're connecting multiple 5Ms, you'll need to go to a hardware store and buy one or more surge-proof socket strip extensions that can plug into a single wall socket and provide power for between four and six devices. Connect each generator to this in turn.



As you can see, the unusual orientation of the transformer plug only allows four to be connected per six-socket UK-style strip.

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Now take the USB cable that came with the generator and connect the long “boxy” end to the socket on the left side of the unit.



You need to be careful with this connection because both plug and socket are shaped so that they can only be mated if the plug is presented correctly to the socket.

You can see this in the image on the left – the specially shaped plug is on the lower right, closest to the camera.

Connect the other end of the USB cable to your PC.

### **Connecting Multiple Generators:**

To use more than two or three generators, you really require a multi-port USB hub. The one

shown on the right is a four-port non-powered hub, and you can use it to connect up to four generators to a single PC USB socket – [this](#) one looks decent.

These hubs can also be “daisy-chained,” which means you can use one of the sockets on the first hub to connect a second hub to it, giving you seven USB sockets connected to a single socket on the PC. You can also buy seven-port hubs – even more efficient.

I’ve successfully daisy-chained five four-port hubs from two PC USB sockets, allowing me to connect 10 5M and six UDB generators to my netbook, and still have one socket left over to connect a USB stick.

However, because these hubs are non-powered, the UDBs on the end of the daisy chain don’t receive enough power from the PC to display the frequencies clearly enough on their front panels to be legible, but they work perfectly.

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Substituting a powered 28-port USB hub like [this one](#) solves that problem, with more than enough sockets still available to connect an external hard drive and a camera. And to extend my Spooky<sup>2</sup> rig substantially should I need to.



Although it looks like this unit has just 12 sockets, there are actually another 16, eight along each side that you can't see in this overhead shot. And every socket has its own individual power switch and LED status indicator.

**So connect all generators to USB sockets and turn them on now.**

For an online visual guide to connecting multiple generators, please click [here](#).

### Connecting a UDB1108S:

This older generator is USB-powered, so the only connection required is to your PC/hub with the supplied USB cable – no mains. Now we have our generator(s) connected, so we'll move on to the Spooky<sup>2</sup> accessories. And we'll start with the Spooky Remote.

## Spooky Remote

There are a number of different ways you can connect a Spooky Remote to the generator. The first is by using a Spooky Boost 2.0, and its connection depends on which model Remote you're using.



**A: Spooky Remote v1.1 BN with Spooky Boost 2.0**



**B: Spooky Remote v1.1 MN with Spooky Boost 2.0**

To connect a BN Remote using a Spooky Boost cable, connect the **blue**-ringed plug to Out 1 (**red** mark) and the **red**-ringed plug to Out 2 (**blue** mark) – **blue** to **red**, and **red** to **blue**. For an MN Remote, the connection is **red** to **red**, and **blue** to **blue**. Make sure your BNC connections are secure by turning the milled wheel on each plug to lock it in place.



### C: Spooky Remote v1.1 MN or BN Direct Connect

If you don't have a Spooky Boost 2.0 or Spooky Boost cable, you can connect your Spooky Remote directly to Out 1 of a 5M generator using the Remote cable. Since the UDB1108S generator has just a single Out, you can't use a Spooky Boost 2.0 to connect a Remote to it anyway.



The image at left shows a UDB1108S with a Spooky Remote attached. Above is a different way to do it devised by Spooky<sup>2</sup> Forum Moderator John M. Kane. This dispenses with the Remote cable and uses a simple BNC Male-to-Male connector, also called a “coupler.”

Essentially, it's two BNC plugs end-to-end with a straight-through connection. These also work fine for the UDB1108S. Like all great ideas, it simplifies and makes things easier, it's tidier, and it's also inexpensive. You can buy them [here](#).

Another really cool thing about these connectors is that if you ever need to use two Spooky Remotes with one 5M generator, you can attach two as shown above – useful if you have large numbers of subjects with the same condition, and to keep things tidy.

## Spooky Hand Cylinders

There are two different ways to connect Spooky Hand Cylinders depending on whether you use Spooky Boost 2.0 or not, and they're both very simple. First, connection via Spooky Boost 2.0:

### **A: Spooky Hand Cylinders with Spooky Boost 2.0/Spooky Boost cable**

Connect the BNC-to-alligator clips cable that came with your generator to the Colloidal Silver output of Spooky Boost 2.0. Then connect each alligator clip to a cylinder as detailed below. With a Spooky Boost cable, connect to its output.

### **B: Spooky Hand Cylinders Direct Connect**

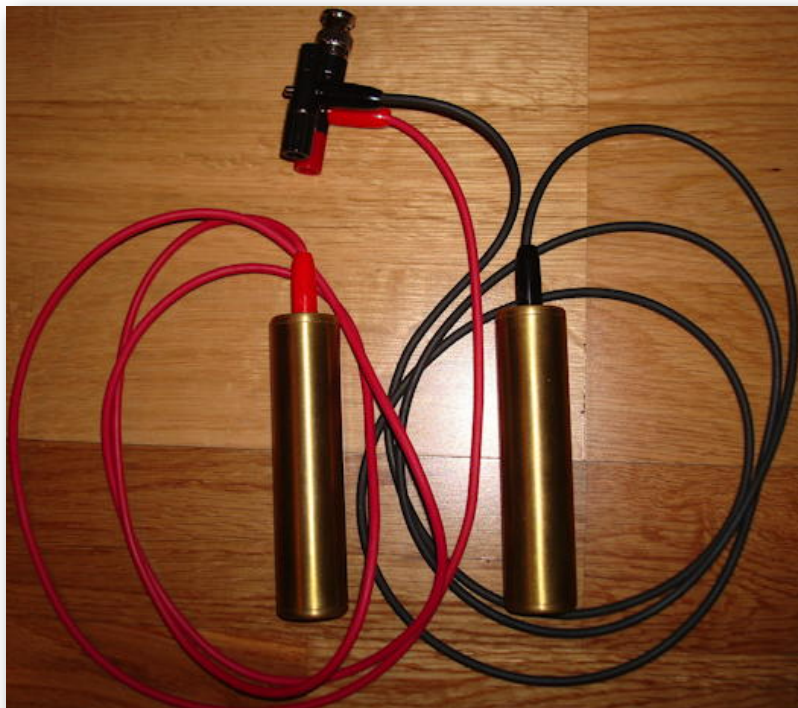
Connect the BNC-to-alligator clips cable that came with your generator to Out 1 of the generator.

Then insert the alligator clips into the holes located at the plastic end of each Spooky Hand Cylinder as shown below left. The image below right shows the correct orientation for your Spooky Hand Cylinders.



## Standard electrodes

Many Spooky<sup>2</sup> users already own electrodes that came with conventional Rife machines or zappers which they may wish to use. I'm one, and here's how I do it.



**Left:** two copper electrodes are attached via cheap standard banana cables to a BNC-to-dual-banana adapter (right), available [here](#).

The adapter can then be connected to a Spooky Boost 2.0 colloidal silver output, or to Out 1 of the generator.

In all cases when using Contact Mode, we recommend using Spooky Boost 2.0 for deeper body and cell penetration.



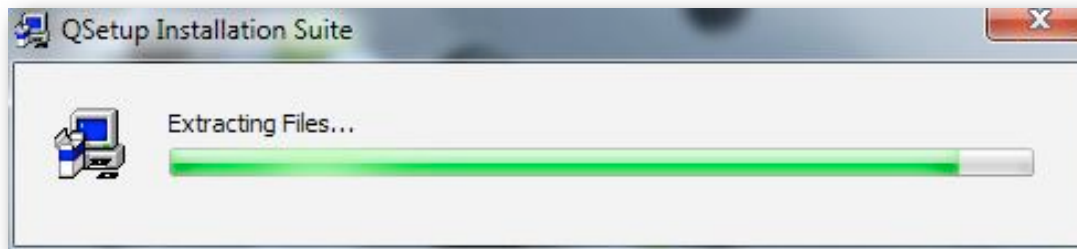
## Spooky Central

The Spooky Central User's Guide is available for download from our website [here](#). This includes connection and usage instructions. Unlike most plasma systems, Spooky Central is incredibly simple to connect and operate, and you can be up and running a few minutes after taking it out of the box.



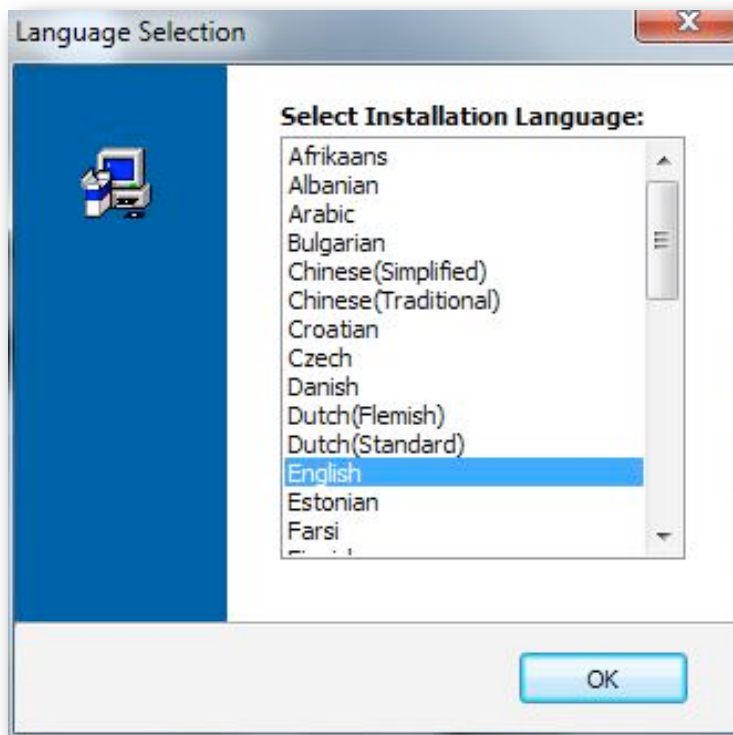
# Installing the software

First, make sure that your rig is properly connected to the PC and turned on. Then double click the installer. This will have a file-name ending in “\_Setup.exe.” The following series of screens are presented, each of which you must respond to after this one:



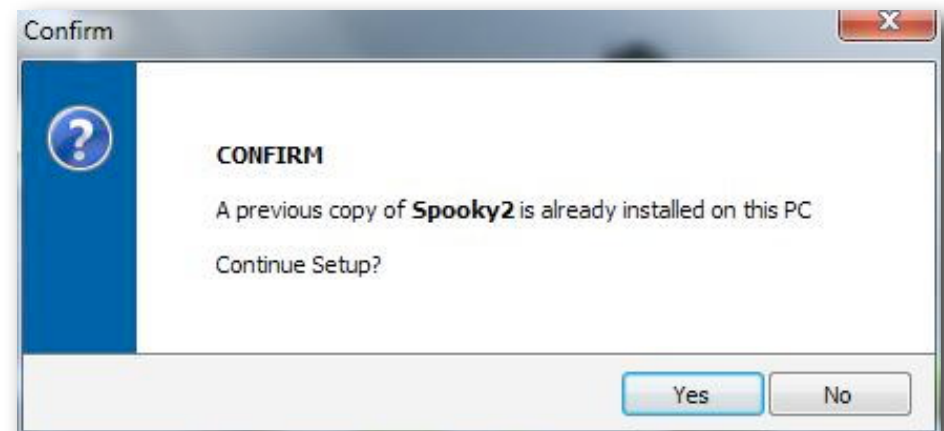
**Note:** if you’ve installed Spooky<sup>2</sup> before this, you should leave it in place and choose to overwrite it. This will not affect your own files, and the installation will be easier, more efficient, and foolproof.

Here, the installer is unpacking its files.



Next, you’ll see this language selection dialog.

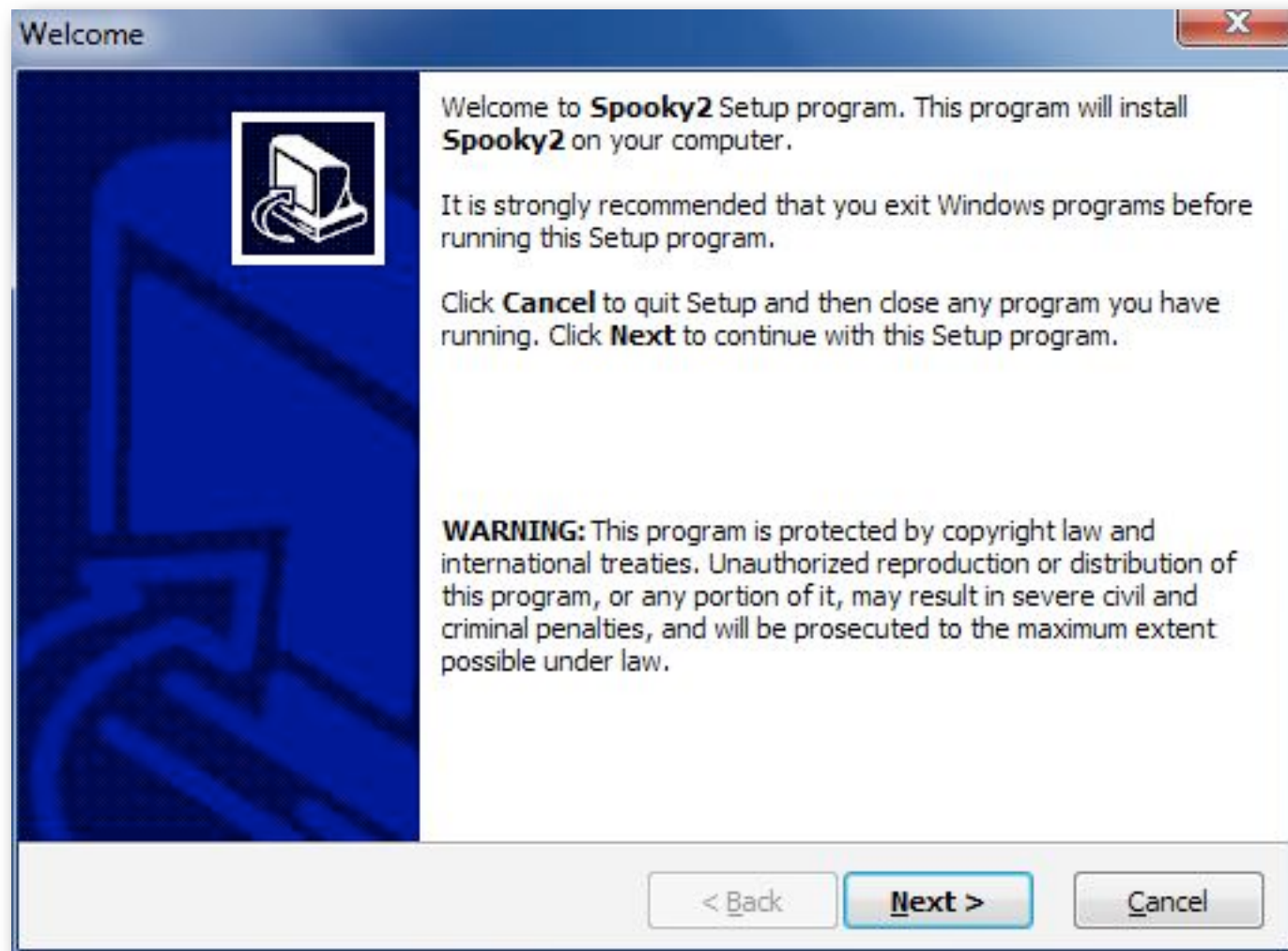
Choose your installer language from the list, then click *OK*.



If you’ve previously installed Spooky<sup>2</sup>, you’ll see this screen next. Choose *Yes* to move to the install start screen.

If this is your first Spooky<sup>2</sup> installation, you’ll see the install start screen on the next page instead.

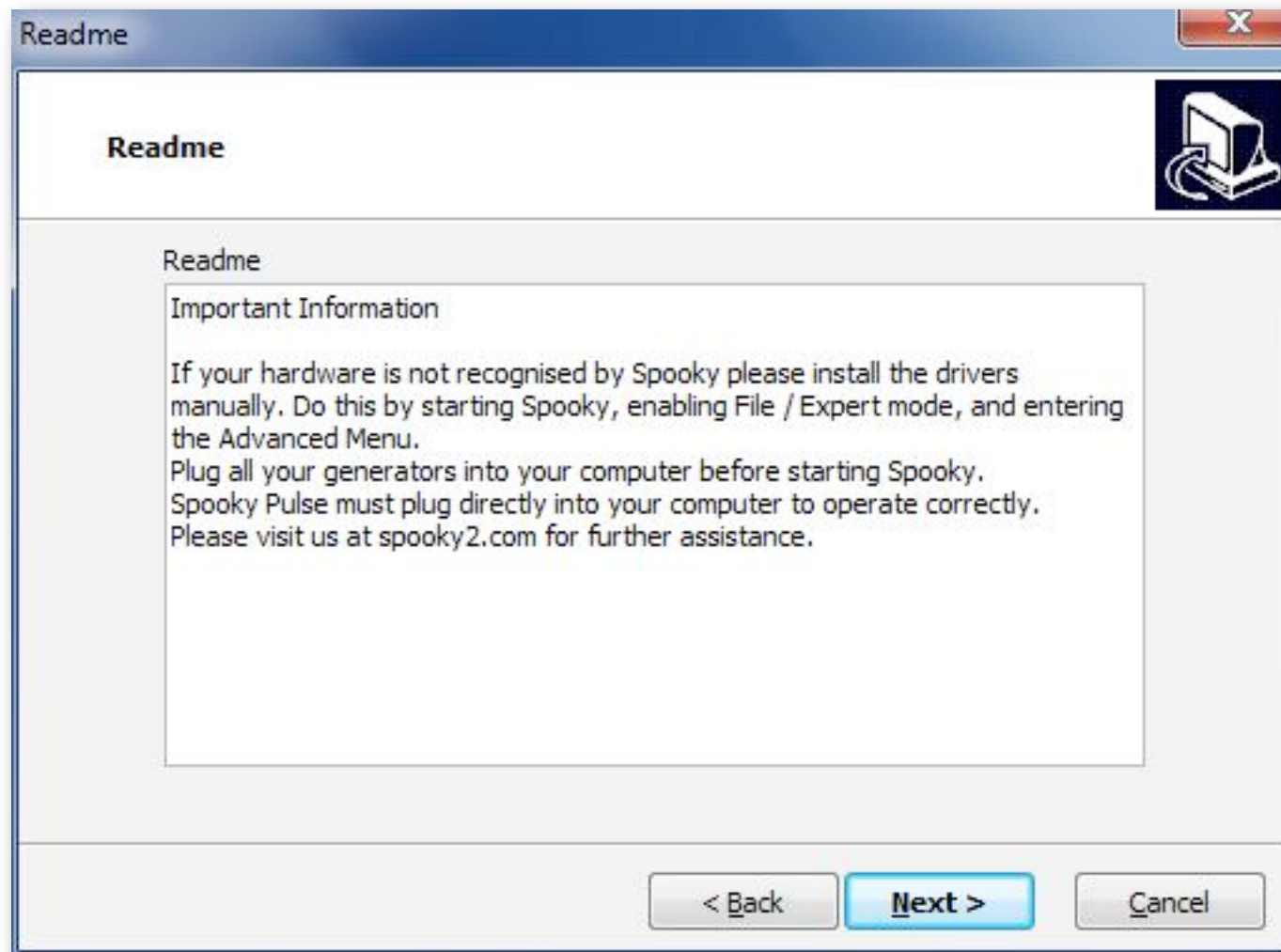




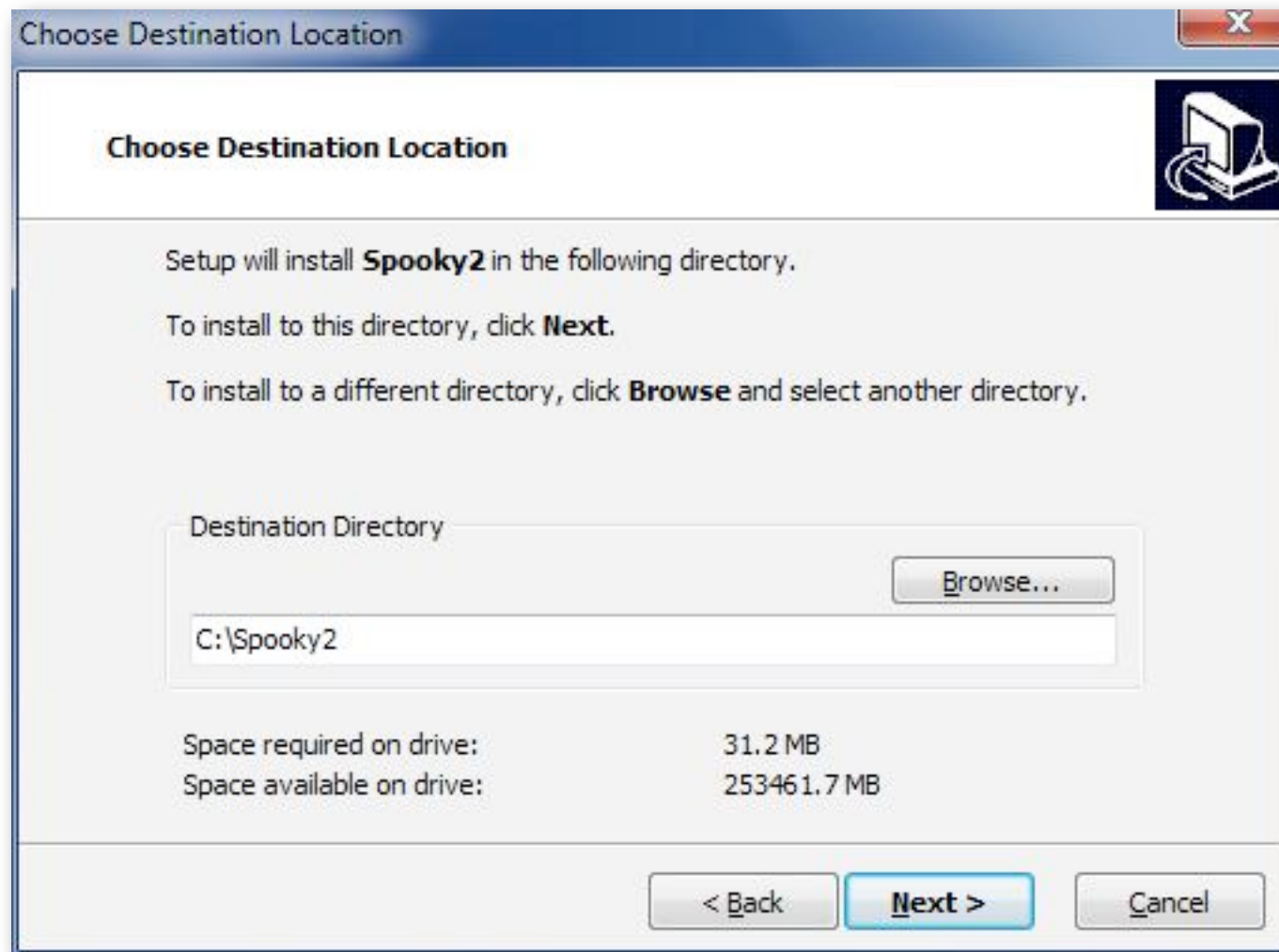
The installer program starts.  
Click *Next*>



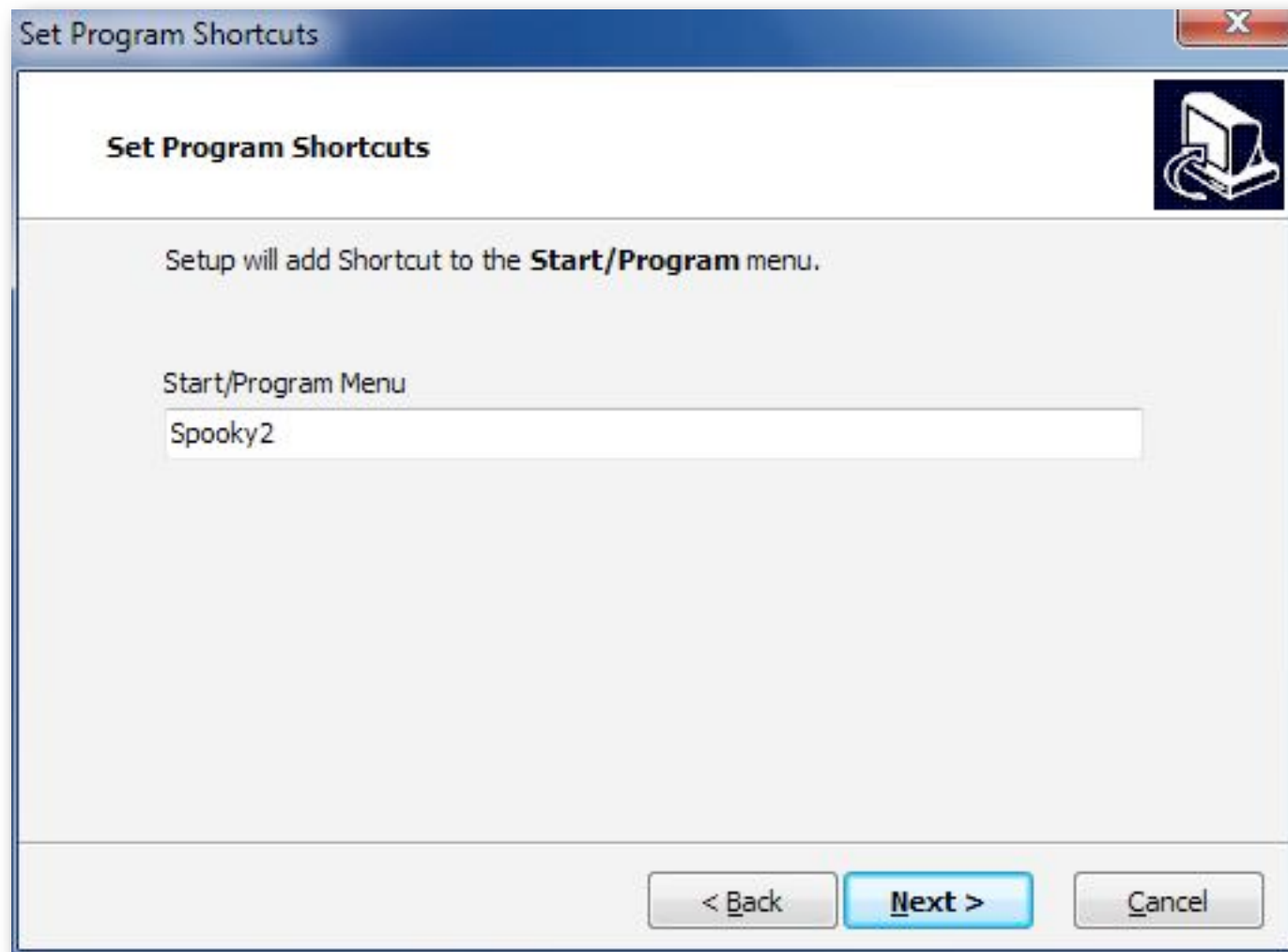
The License Agreement. Choose “*YES – I Accept the terms of the License Agreement!*” as shown above.  
Then click *Next>*



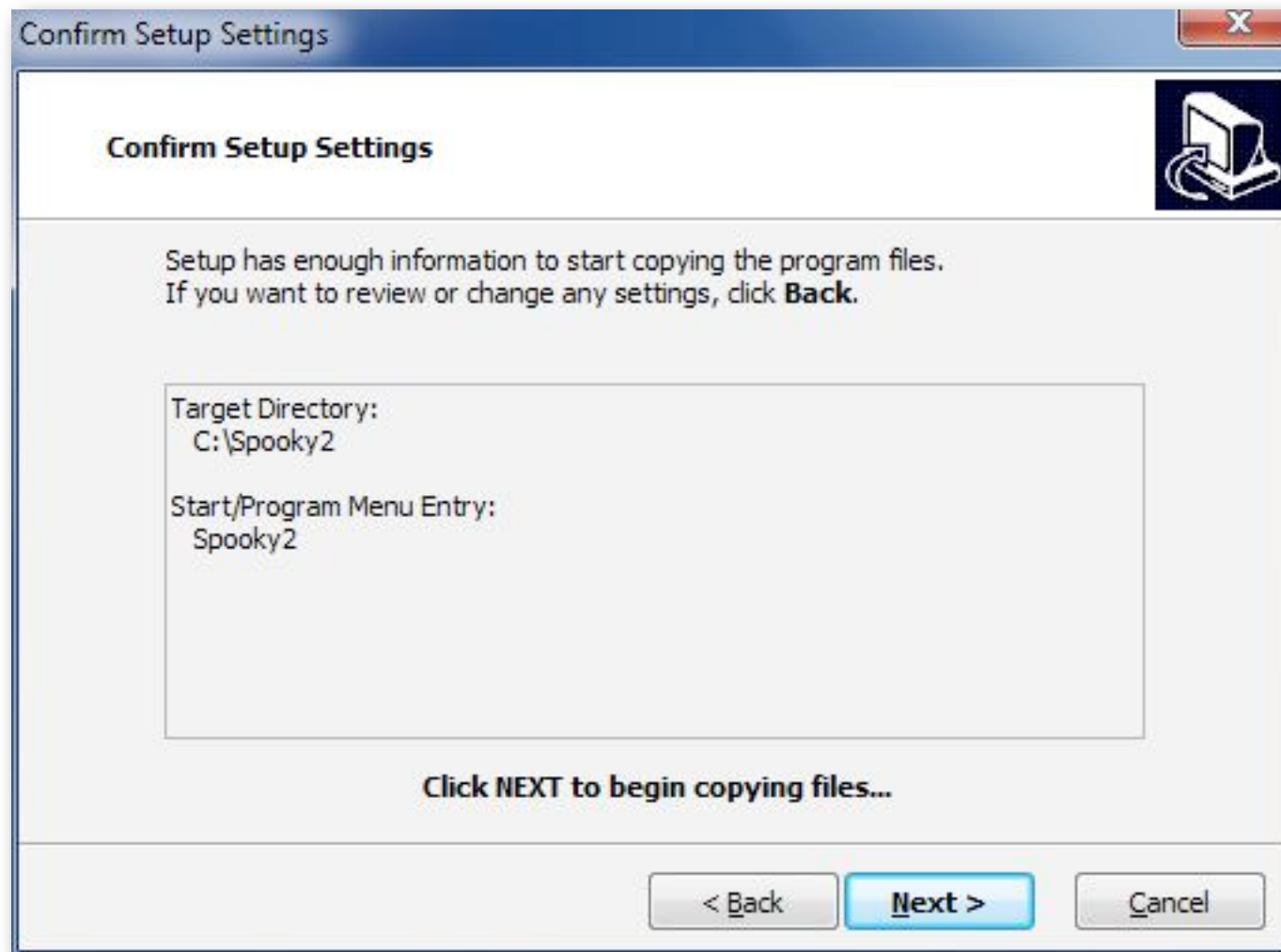
Readme – the Readme screen contains important information. Please read it.  
Then click *Next>*



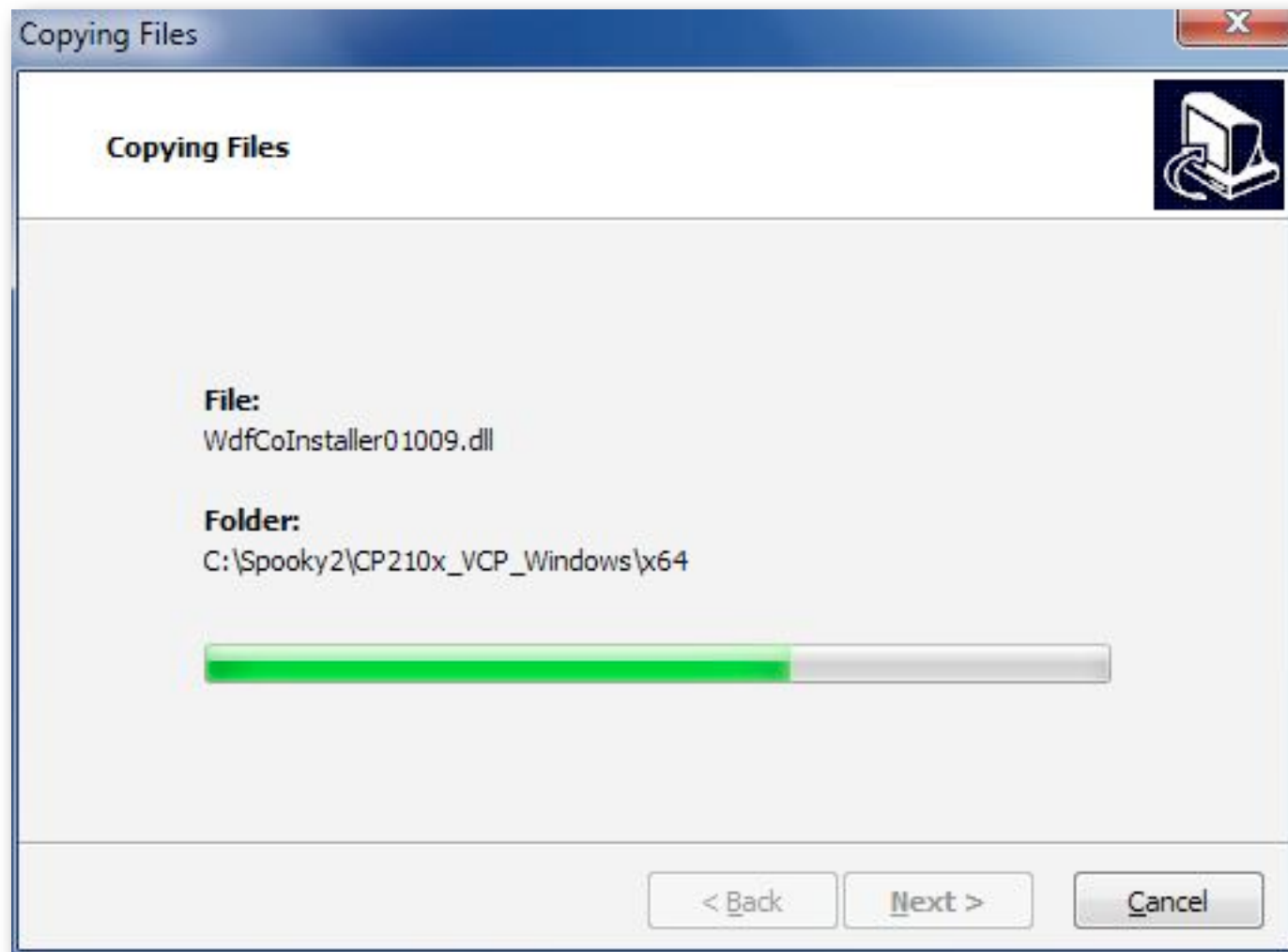
Choose Destination Location – accept the default location or click *Browse* to select another.  
Then click *Next>*



Set Program Shortcuts – the installer adds a shortcut to your Windows *Start Menu*.  
Click *Next>*

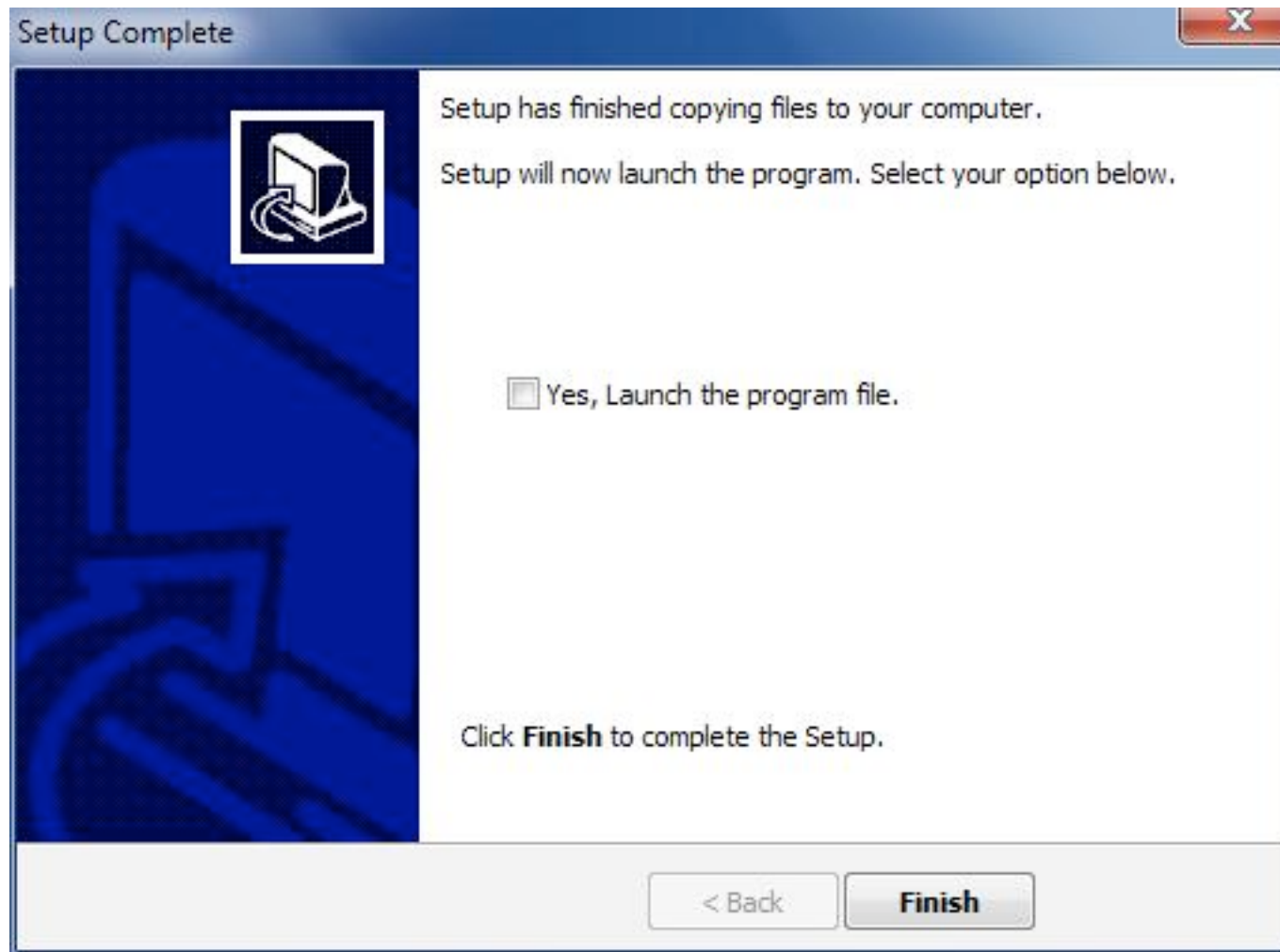


Confirm Setup Settings – the Spooky<sup>2</sup> directory is created and the installer asks you to confirm your settings.  
Click *Next*>



Copying Files – Spooky<sup>2</sup>'s files are copied to your hard drive.  
When done, the following screen appears:

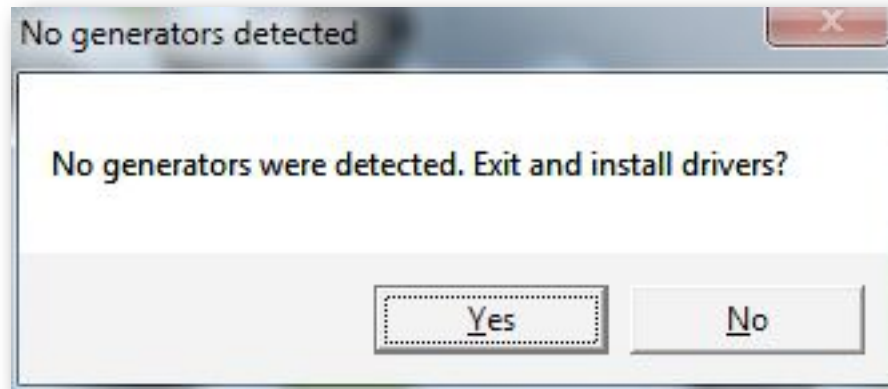




Setup Complete – tick the checkbox labelled “*Yes, launch the program file,*” then click *Finish*. If you’re not ready to start using Spooky<sup>2</sup> just yet, simply click *Finish*.

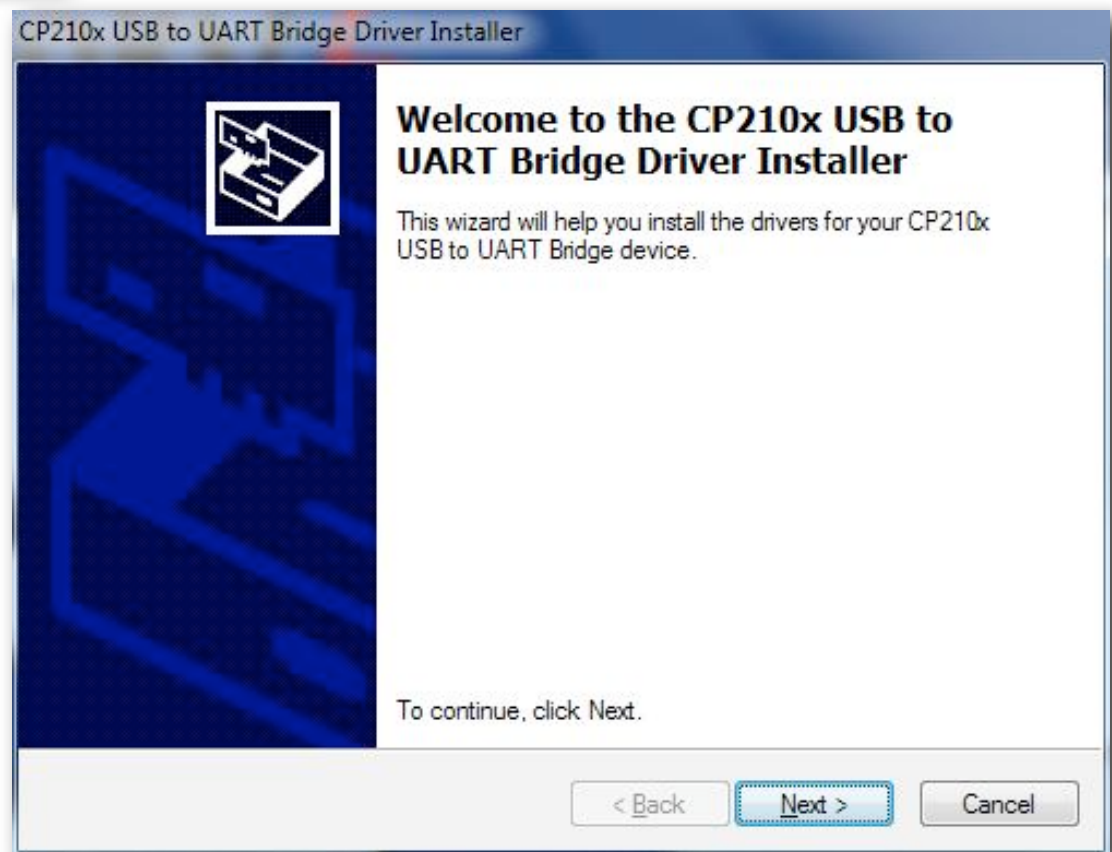
If this is the first time you’ve installed Spooky<sup>2</sup>, you’ll see the following alert:





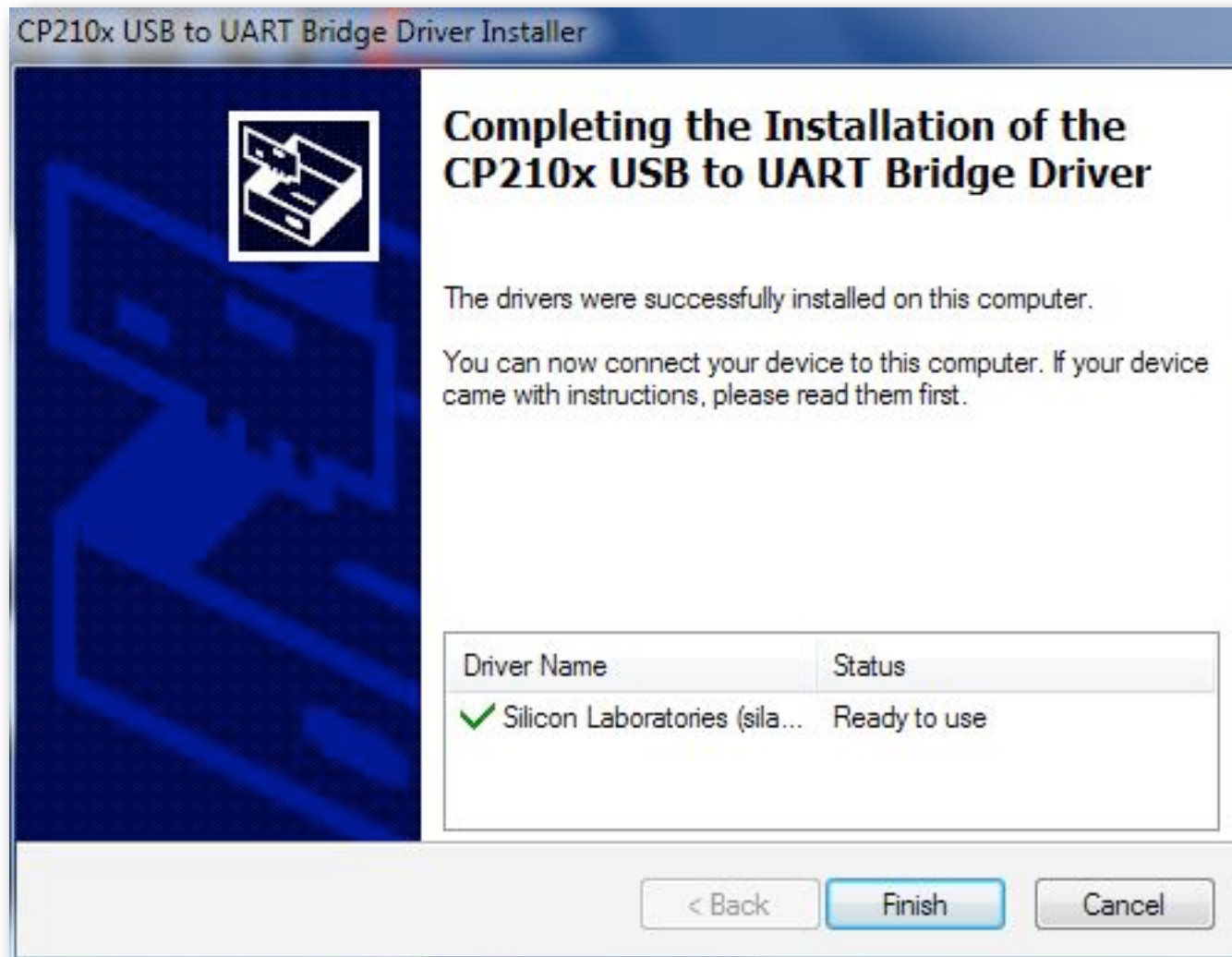
The alert on the left will appear. Choose *Yes* to install the driver. Choosing *No* will cause Spooky<sup>2</sup> to enter Test Mode, and you will see 128 virtual generators in its interface. Doing this will not install the driver required for real, physical generators.

When you click *Yes*, the driver installer for the Spooky<sup>2</sup>-5M generator launches. Click *Next*>

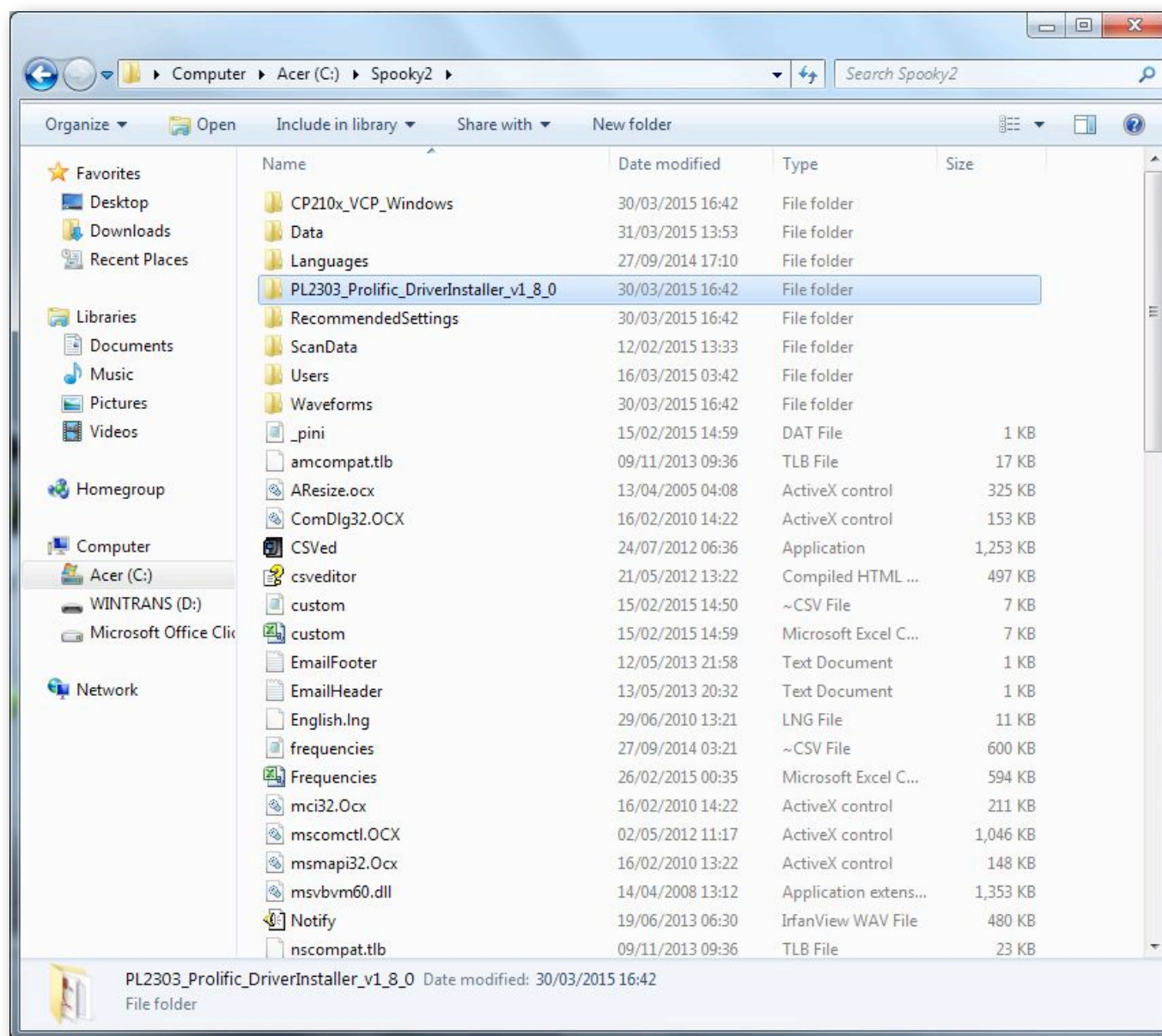




License Agreement – select “*I accept this agreement.*”  
Then Click *Next*>



The driver installation for the Spooky<sup>2</sup>-5M generator completes. Click *Finish*. Unless you also need to install a driver for the older UDB1108S generator, **please restart your PC now**.



## Installing a UDB1108S Driver:

Installation of the driver for the older UDB1108S generators may be performed manually.

Click on the Windows *Start Menu* and choose *Computer*. A new window will open. The icon at the top left is your (C:) drive.

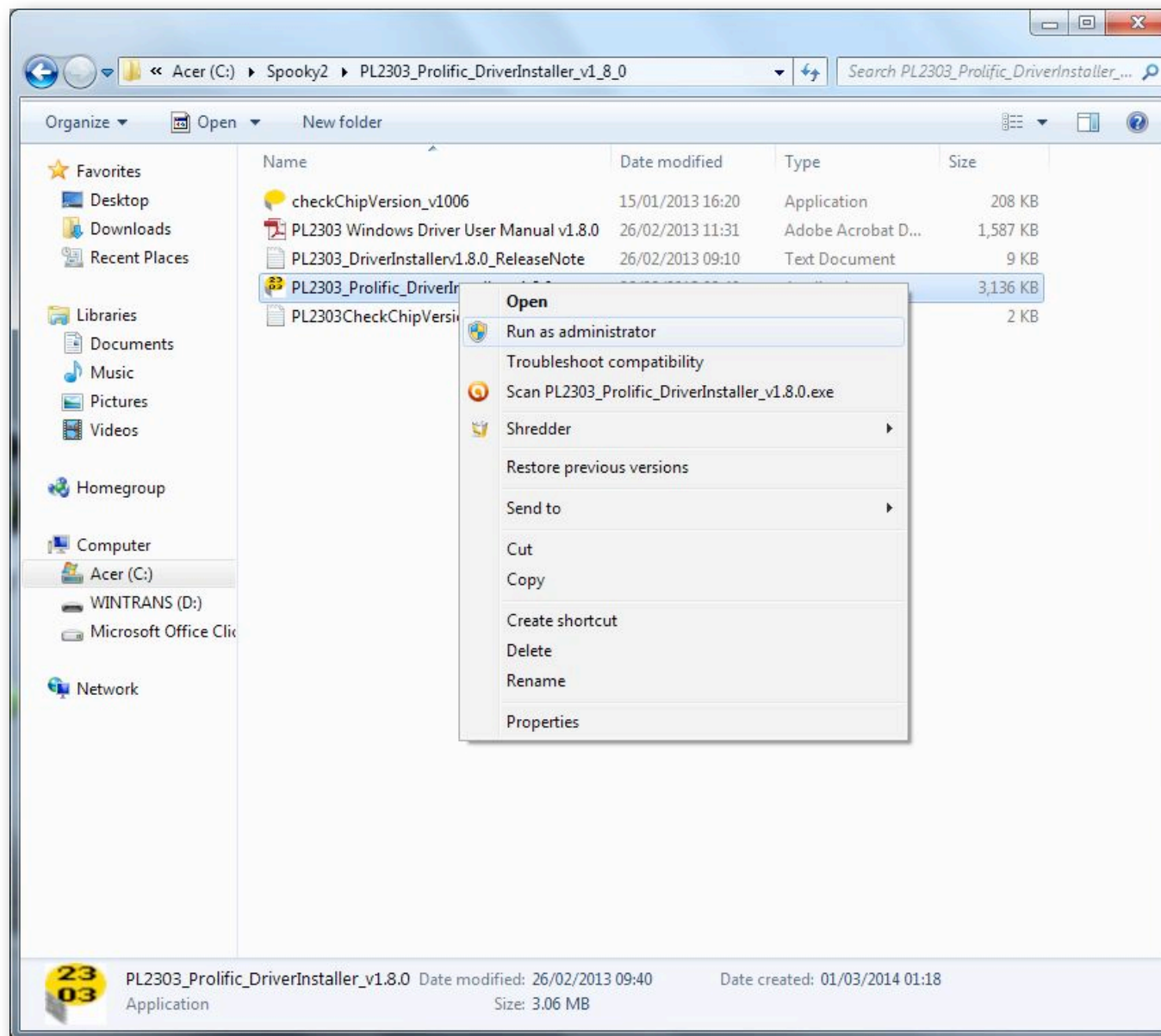
Double click it, and you'll see a list of folders. Double click the folder named "Spooky2."

With the exception of some user-created items, on the left is what you'll see.

The fourth folder from the top – PL2302\_Prolific\_DriverInstaller\_v1\_8\_0 – (highlighted) contains the installer for the UDB1108S driver.

Double click this folder.





This is what you'll see.

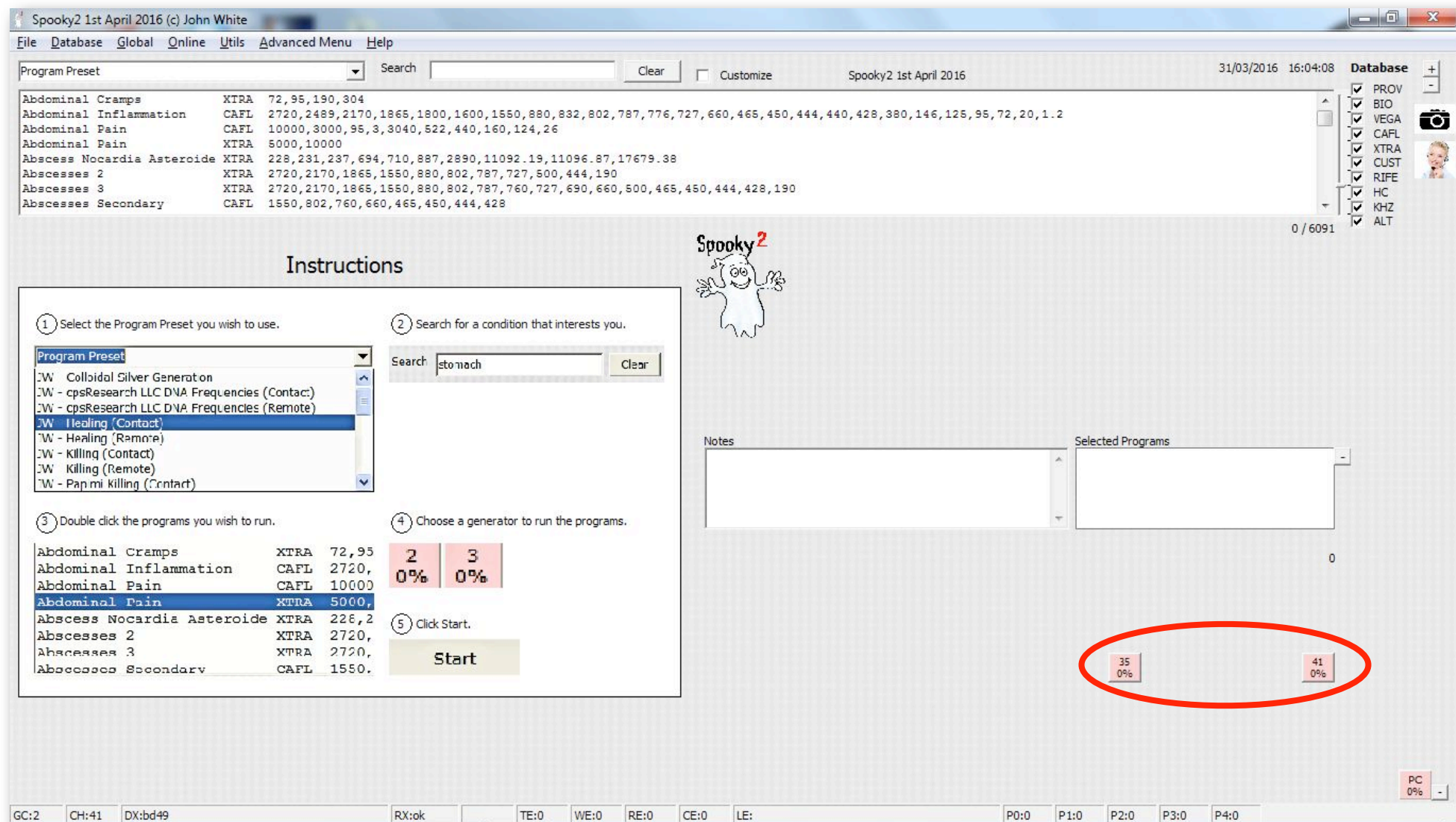
The installer program is fourth in this list, and it's highlighted here.

Left click it, then choose *Run as administrator* from the *Context Menu*.

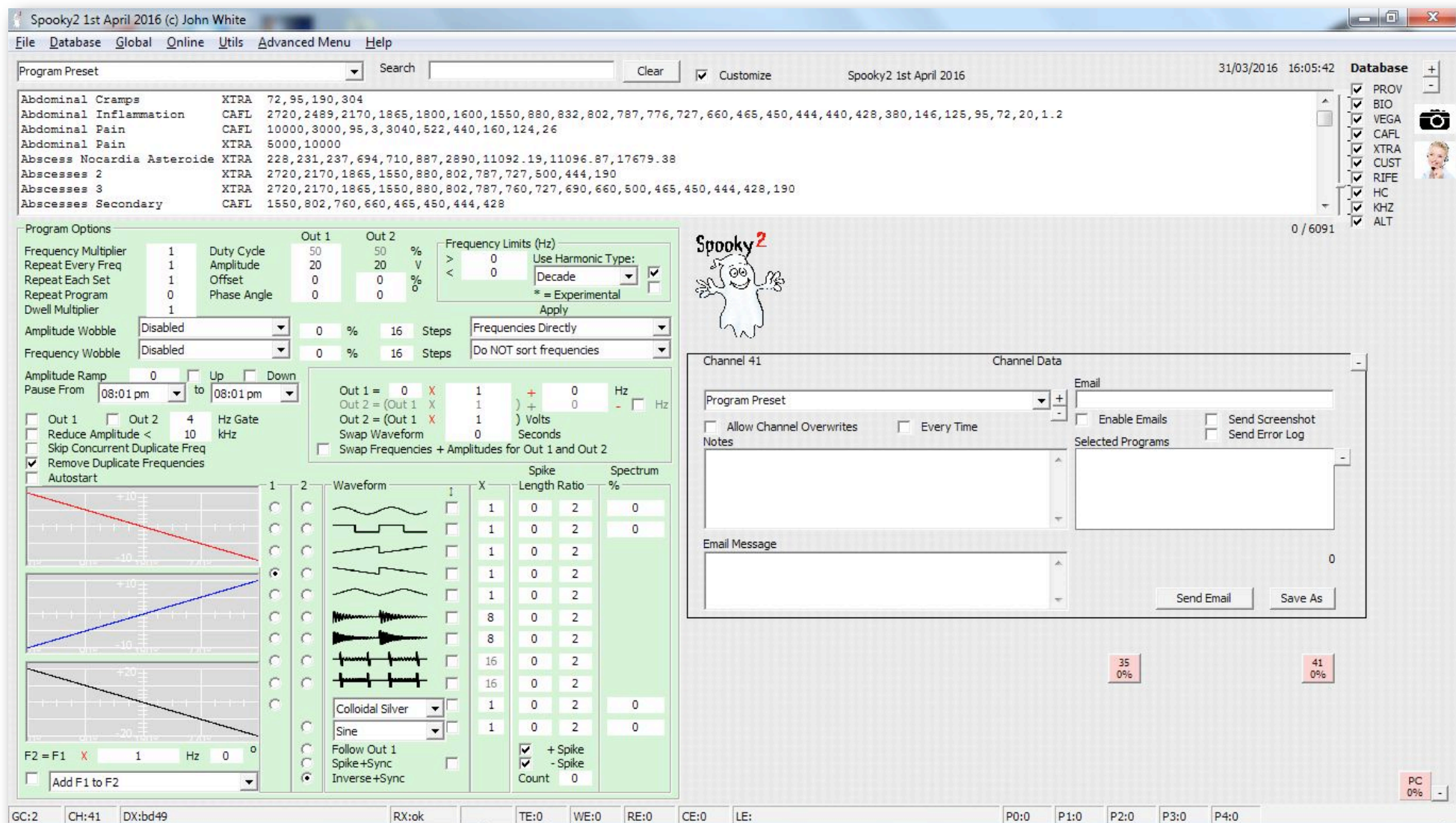
The installer will launch and present a series of screens very similar to those you've just seen for the CP210x USB to UART Bridge Driver installer.

Respond positively to all prompts.

When the final screen exits, **please restart your PC.**



Launch Spooky<sup>2</sup>, and this Simple View appears. Depending on how many physical generators are connected, the number of red buttons you see (circled in red) will be different. **Each red button represents and controls one single physical generator.**



Follow the numbered steps in Simple View's "Instructions" graphic to run Spooky2 with effective settings. Tick the **Customize** control in the **Menu Bar** to show Details View (above). In the **File Menu**, you can save this as Spooky2's default view.



Together, each generator and its red button in Spooky<sup>2</sup> is called a **Channel**, and you may have between one and 127 in your rig. So if you have one generator connected to your PC, you'll see one red **Channel** button. If you have four generators, you should see four buttons.

In the images on the previous two pages, there are two physical generators connected. So you see two numbered red **Channel** buttons. On the lower right, there's another red **Channel** button labelled "PC" – this is your "**Phantom Channel**." There's no physical generator connected to this – it's a virtual **Channel**, not a real one – and I'll explain its purpose later.

If this window has the correct number of **Channel** buttons that matches your physical generator setup, your rig is ready to be used and you can proceed directly to the next section, "Testing & Configuration."

However, not all PCs are set up identically (or even correctly), so it's possible that a number of other things may happen when you launch the software:

### **Runtime Error 8002: Invalid Port Number:**

This is a Windows error and normally indicates that the PC is confused about exactly what's connected to its USB ports. It's usually resolved by restarting the PC.

### **Remedies for driver problems:**

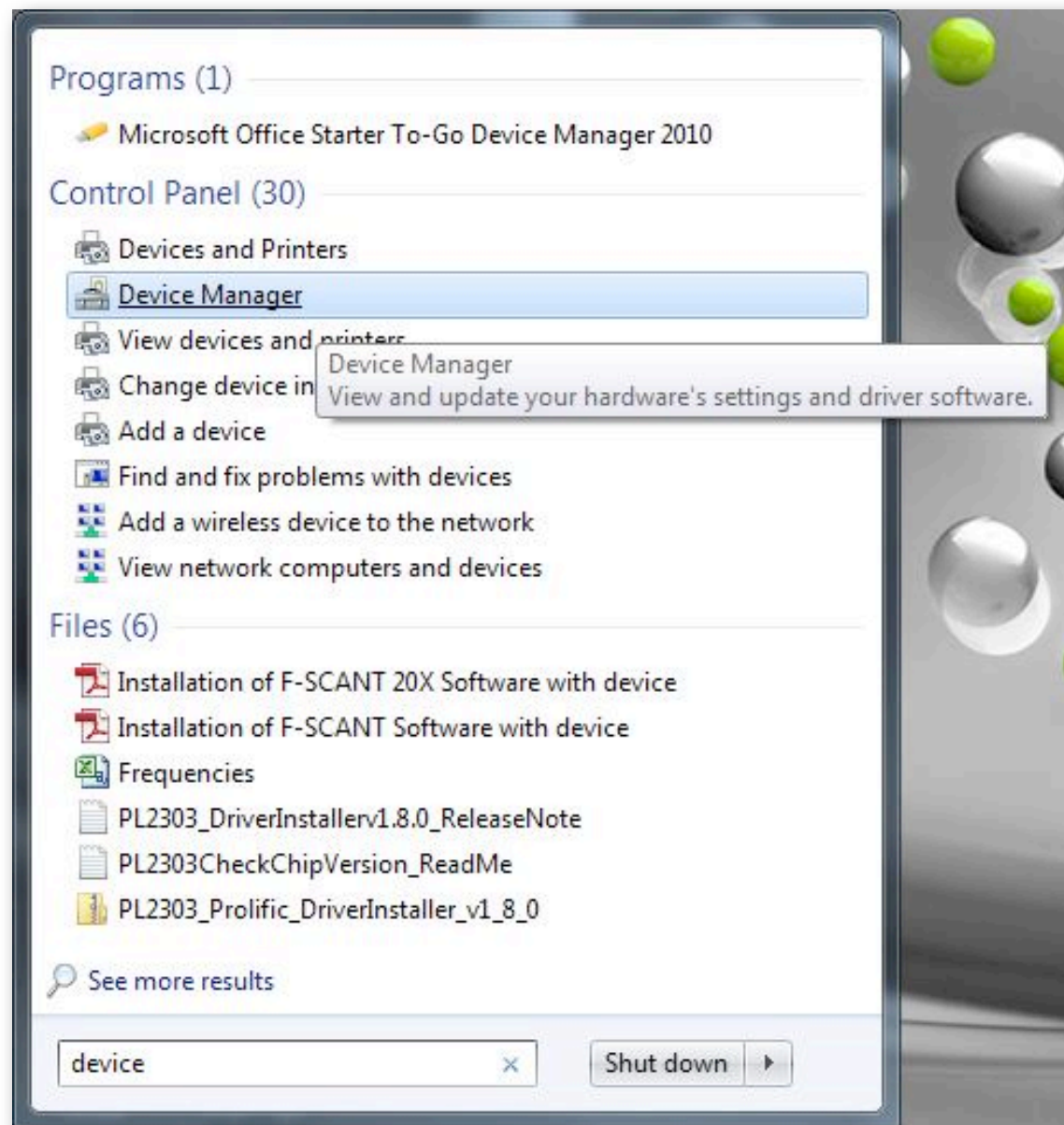
Sometimes, an incorrectly configured PC or other software already installed can interfere with driver installation calls. You can fix this by installing drivers manually. Here's how:

1. Click the **Utils** menu on the menu bar and choose whichever **Install Spooky<sup>2</sup>-XM xx bit Drivers** command is not greyed out.

To install the drivers for UDB1108S generators, select the **Install UDB Drivers** command.

2. The installer should launch and take you through the installation process. When it's done, quit everything and restart your PC. You should now see your red physical **Channel** button(s), plus the PC button. If the driver installer doesn't launch, or if it *does* launch but nothing has changed and you still see no red physical **Channel** button(s), it's time to take a look under the hood:





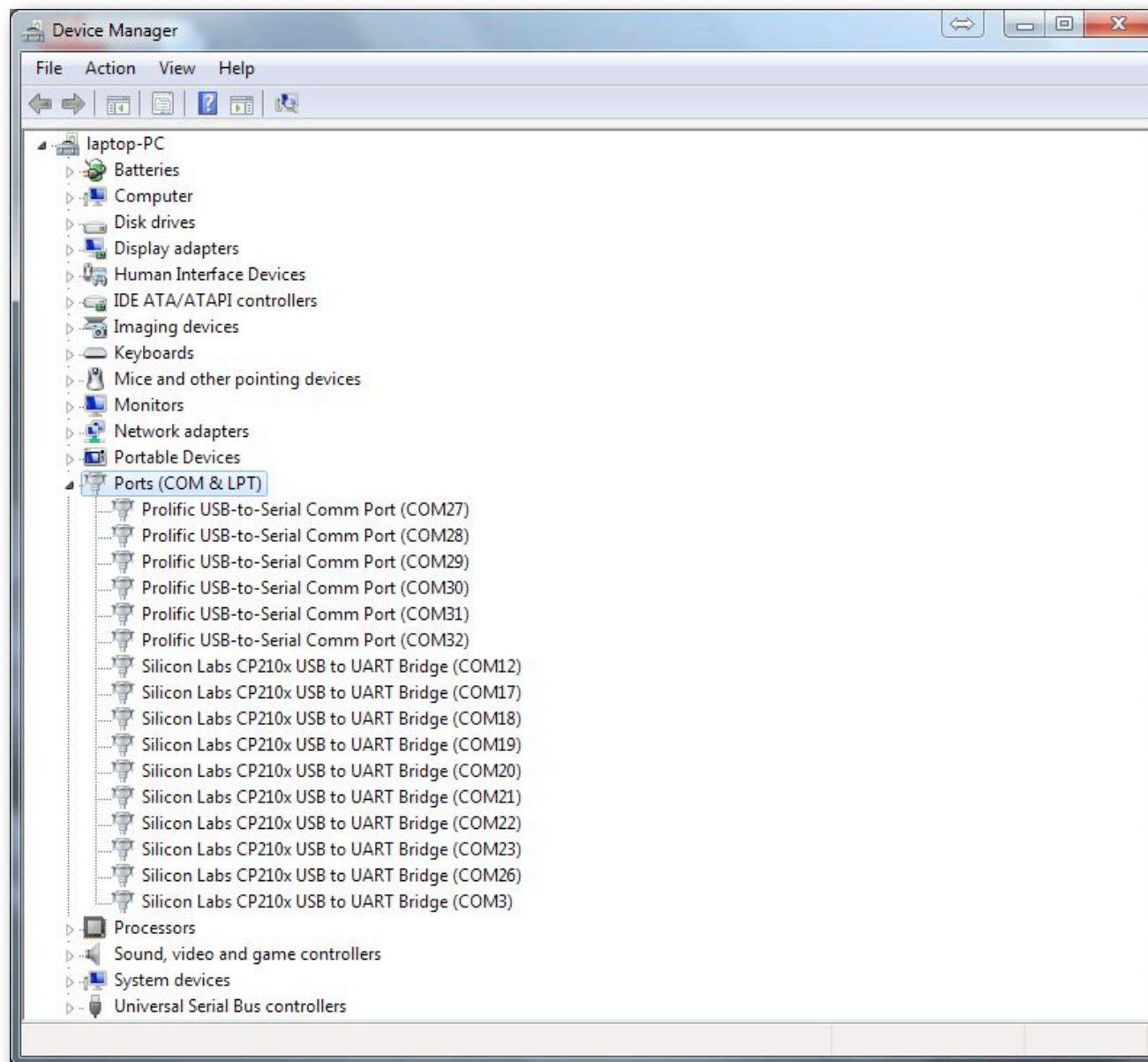
Click on the Windows *Start Menu* at the bottom left corner of your screen. Click into the *Search Box* and type:

device

You'll get a list of results. The one you need is *Device Manager* (highlighted in the screenshot on the left).

Click on it to open *Device Manager*.

The window shown in the next screenshot will open.



Find and click on *Ports* (highlighted in the screenshot).

The navigation tree will expand to show all device drivers and the ports which they're controlling.

The Silicon Labs CP210x USB to UART Bridge entries are all instances of the 5M drivers with the USB port numbers they control in parentheses.

The Prolific USB-to-Serial Comm Port entries are all instances of the UDB1108S drivers, also with the USB port numbers they control.

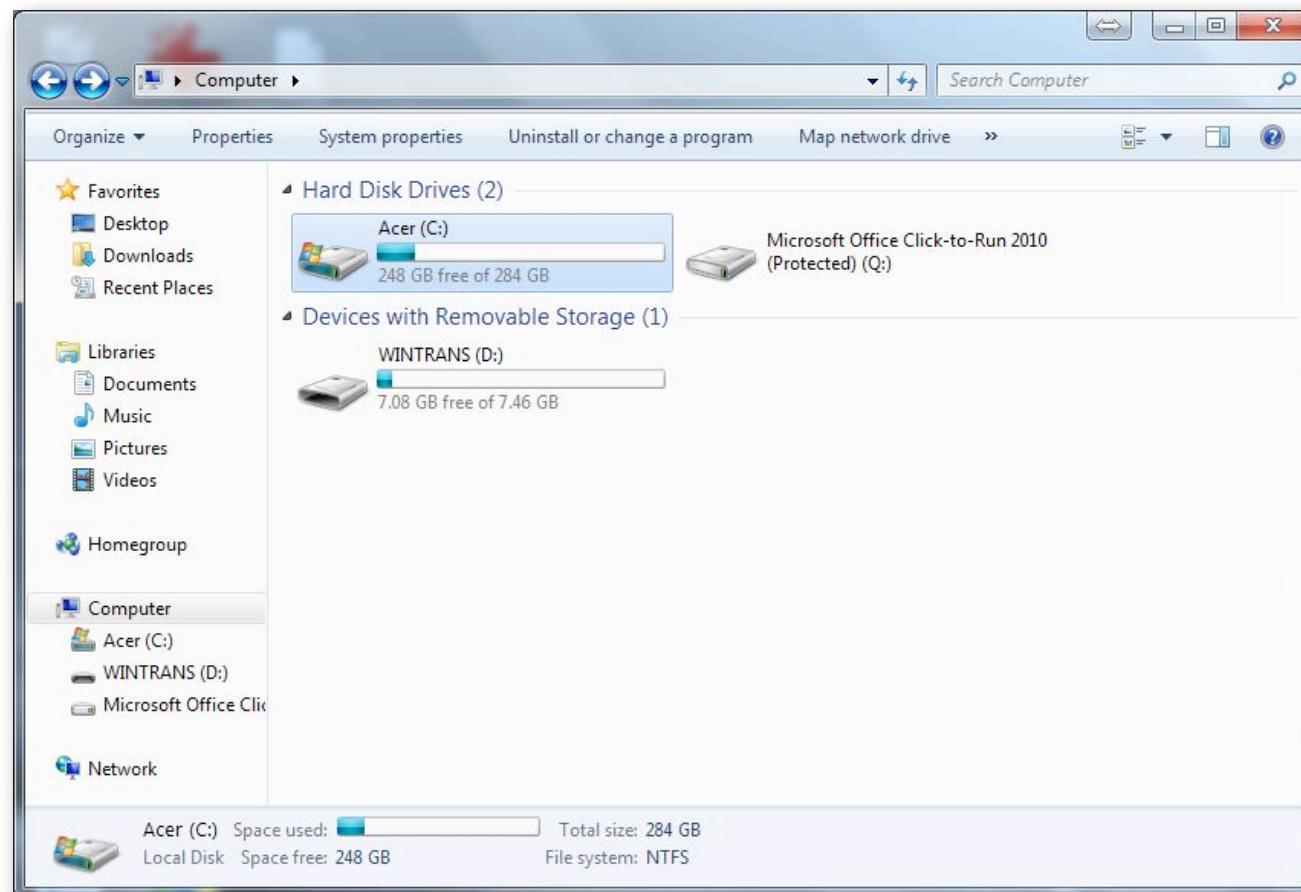
If you see yellow exclamation marks on any of these entries, it means that the drivers weren't installed correctly, and you will have to reinstall them.

But you don't have to go through the entire installation procedure all over again – you can simply reinstall the drivers you require.

There's another way to do this manually, and it's pretty simple.

But first, an explanation: there are two kinds of accounts on Windows – Administrator and User. If you log in using an account with admin rights and permissions, you can pretty much do anything you like on the PC. However, it's not a good idea to go online using an Admin account because hackers can put this power to use if they get past your firewall. The answer is a User Account. This has less power to change anything, so it's safer for online use. However, it can cause problems with certain kinds of software installations.

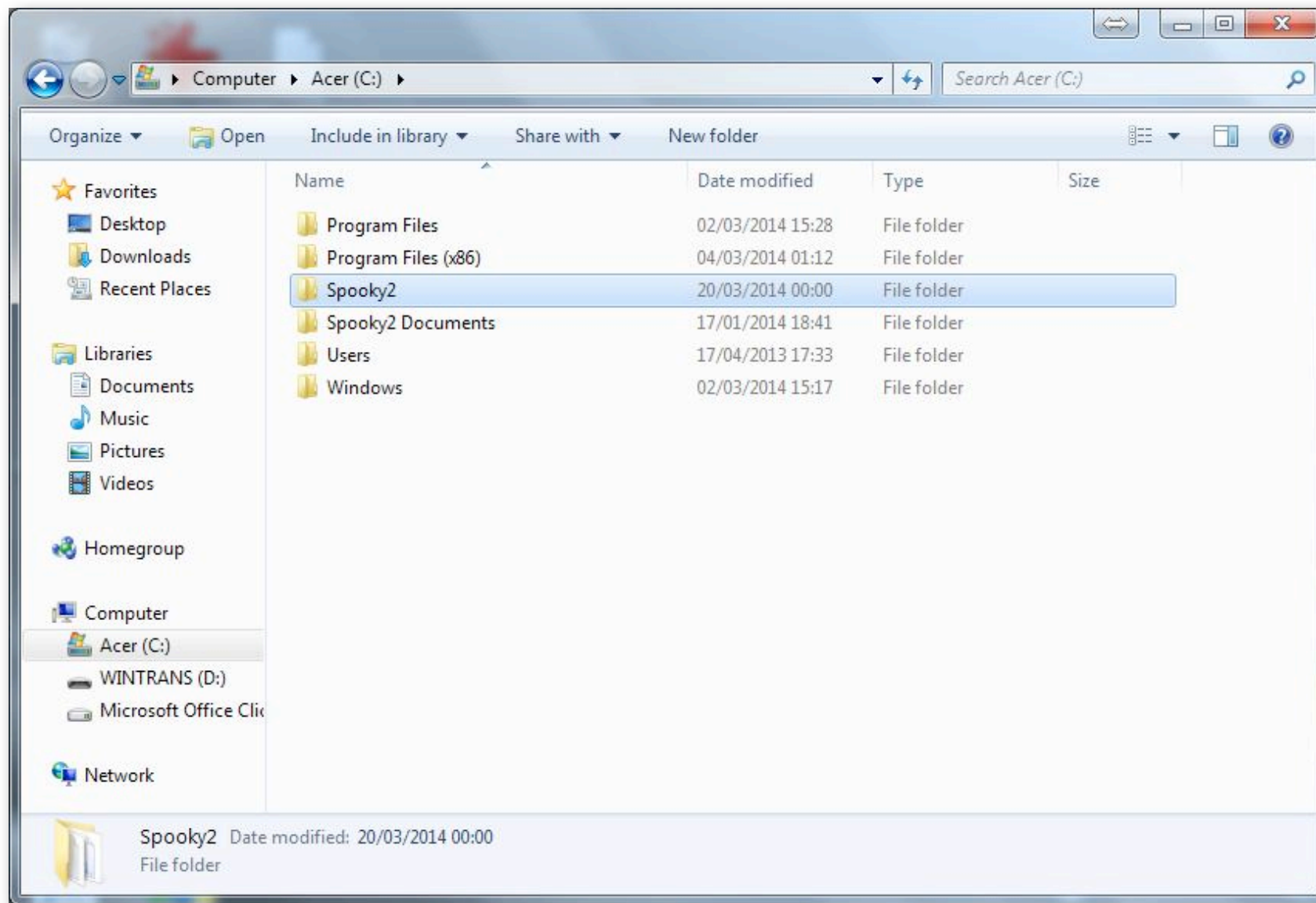
Thankfully, there's a way round this without having to log out and back in as Administrator. First, quit Spooky<sup>2</sup>. Then click on the Windows *Start Menu* and choose *Computer*. The *Start Menu* will disappear and a new window will open.



The highlighted icon shown at the top left here is your (C:) drive.

“WINTRANS” is my USB stick.

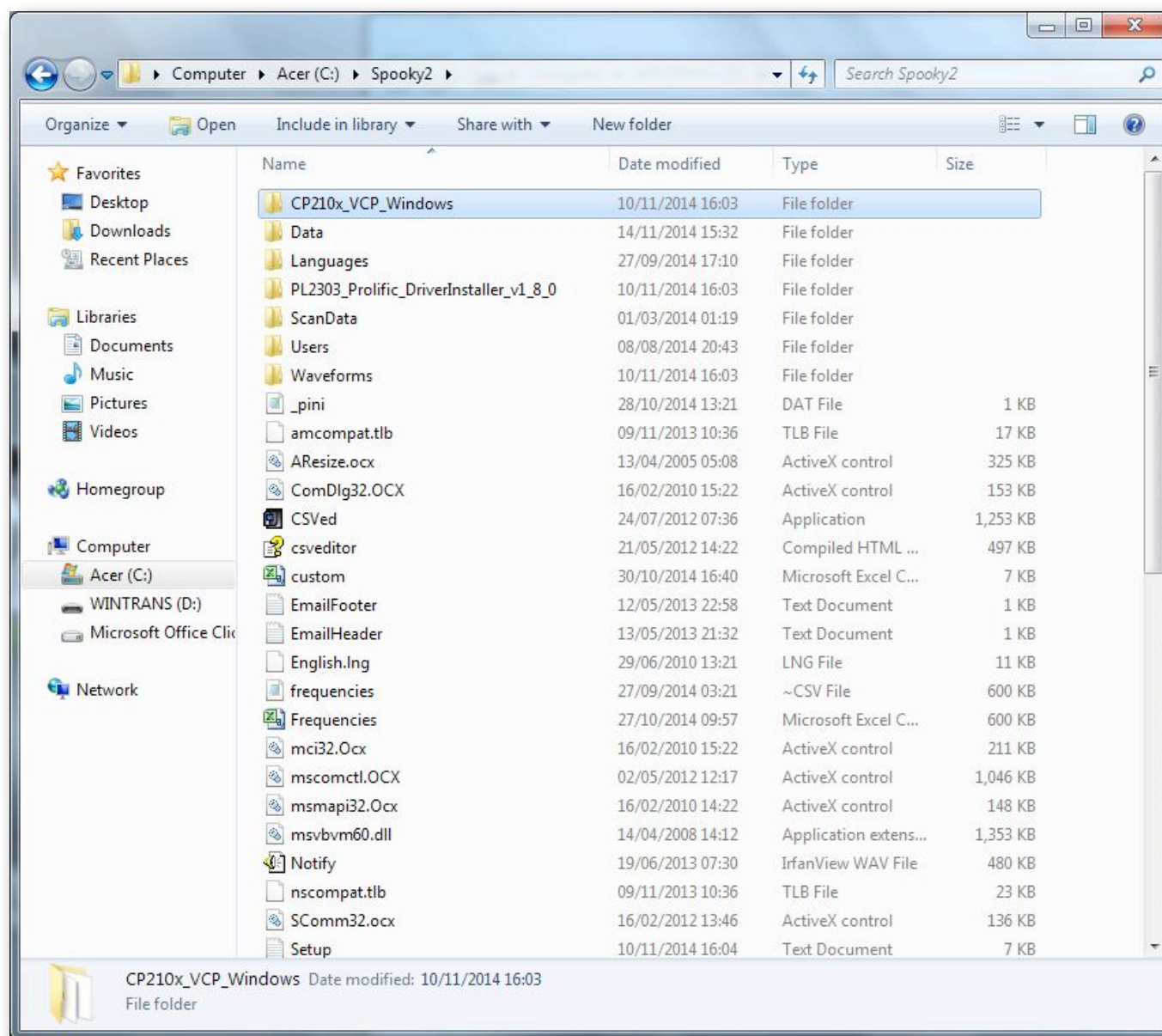
Double click the (C:) drive icon.



The window now displays a list of all the folders on your hard drive. The Spooky<sup>2</sup> folder is highlighted left. Double click it.

**Note:** the “Spooky2 Documents” folder here is not part of the Spooky<sup>2</sup> installation – it’s my own collection of personal documents related to using the system.





Now you can see everything that's contained in the Spooky2 folder.

This folder is where you'll have to visit if you wish to manually install a new database, or edit your own custom database in Notepad.

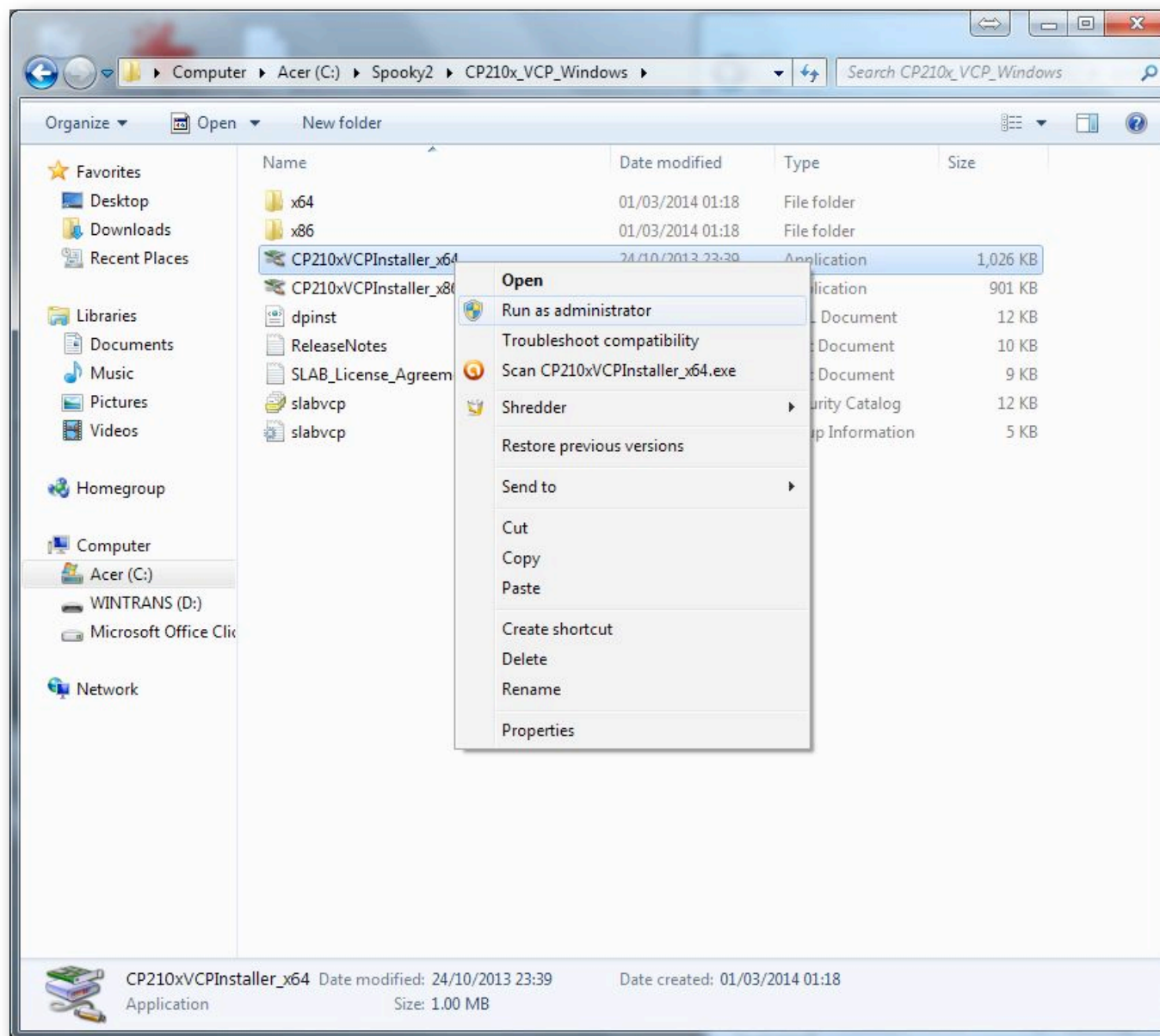
The top seven icons are folders, the rest are files (folders always *contain* files).

The first one in the list on the left – CP210x\_VCP\_Windows – contains 5M driver installers.

The fourth folder from the top – PL2302\_Prolific\_DriverInstaller\_v1\_8\_0 – contains the installer for the UDB1108S driver.

Since this procedure is identical for installing either driver, we'll do it for the Silicon Labs 5M drivers.

So double click the first folder in the list to open it.



If your PC is a recent 64-bit model, choose the installer whose name ends with “x64.”

If it’s an older 32-bit machine, choose the “x86” installer.

In either case, right click on the file and choose “Run as administrator” from the context menu that pops up.

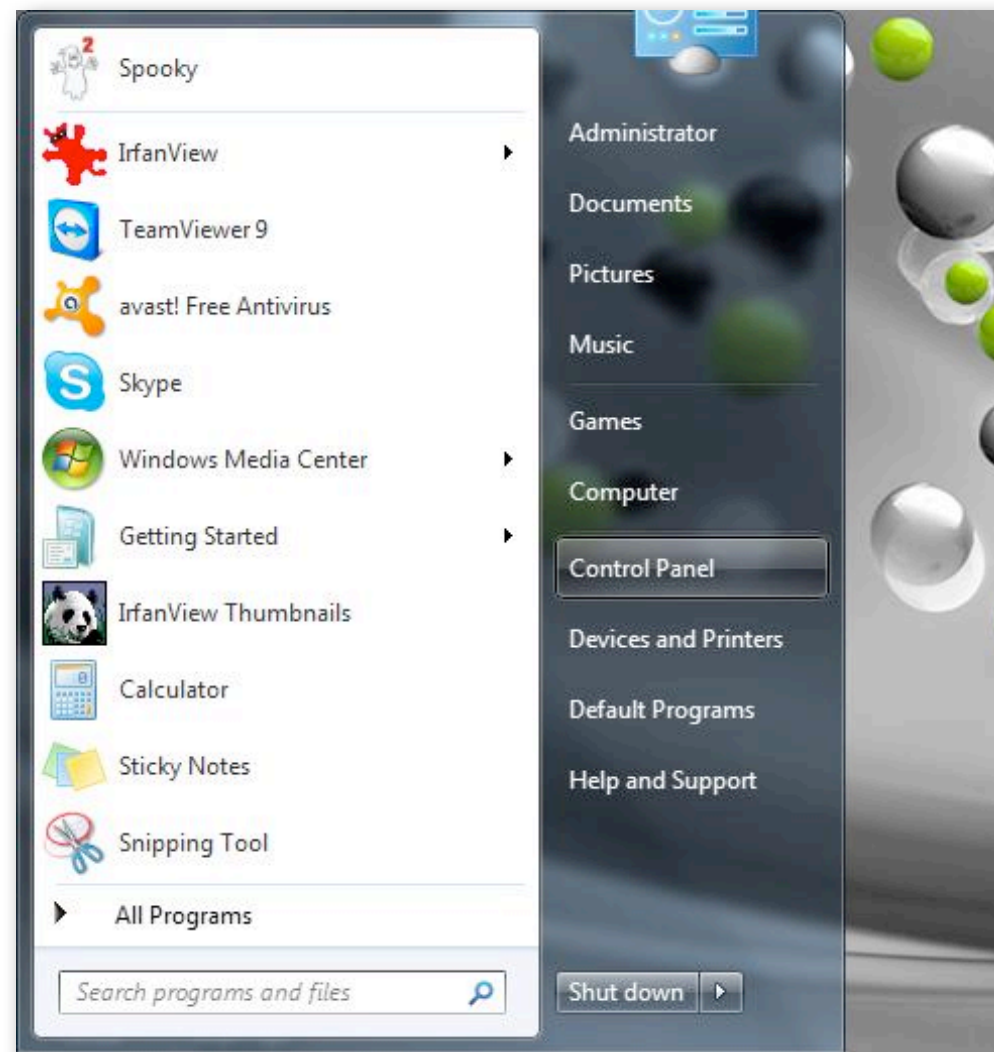
This will temporarily give you the permissions to install software into the deeper levels of the operating system.

When the installation finishes, it’s best to restart your PC because some flavours of Windows require this to correctly register newly installed components.

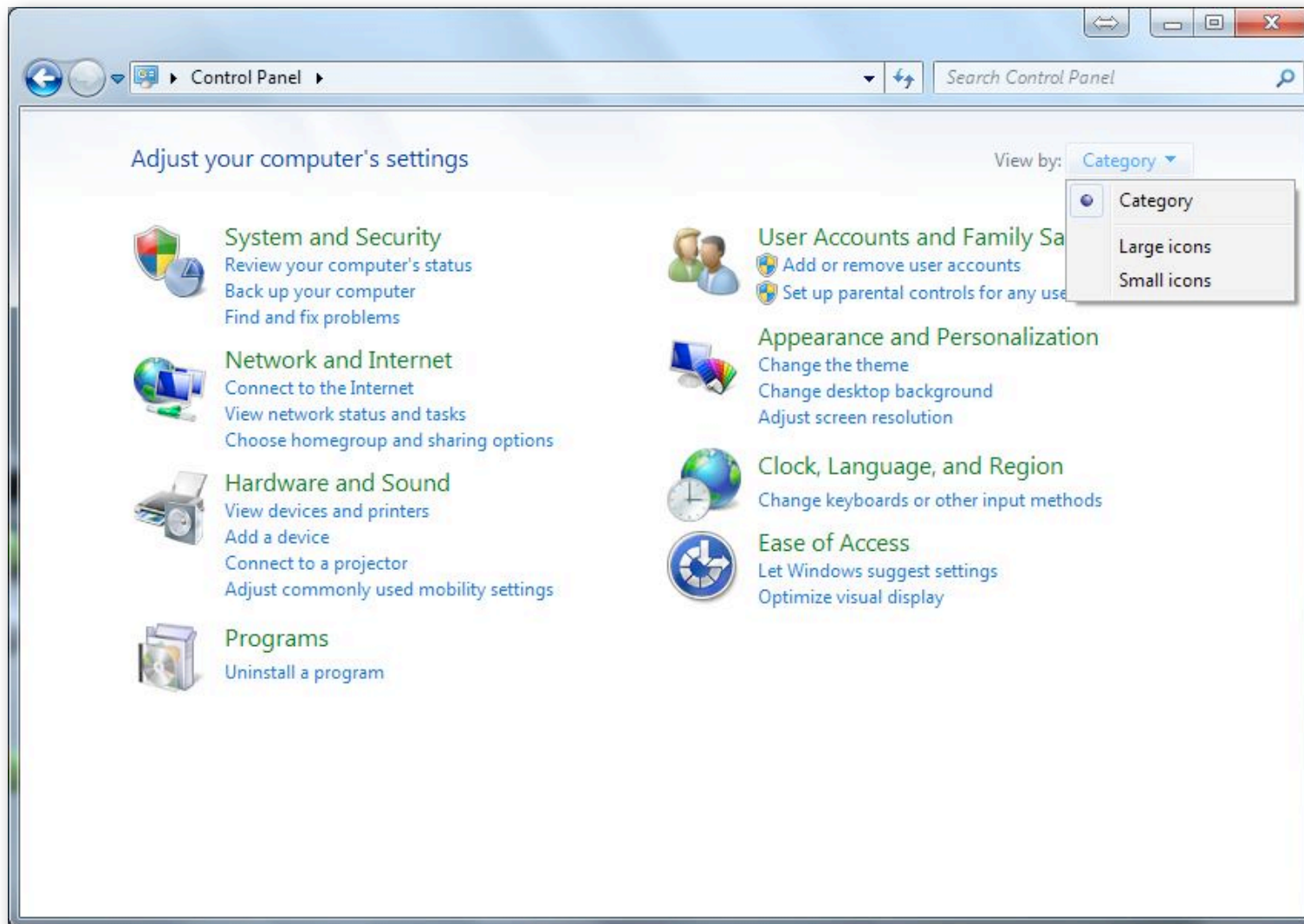
If, after all this, Spooky<sup>2</sup> still can’t find your generator, it’s possible that your installation is damaged. In this case, it’s best to uninstall, then run a fresh copy of the installer again. Here’s how:



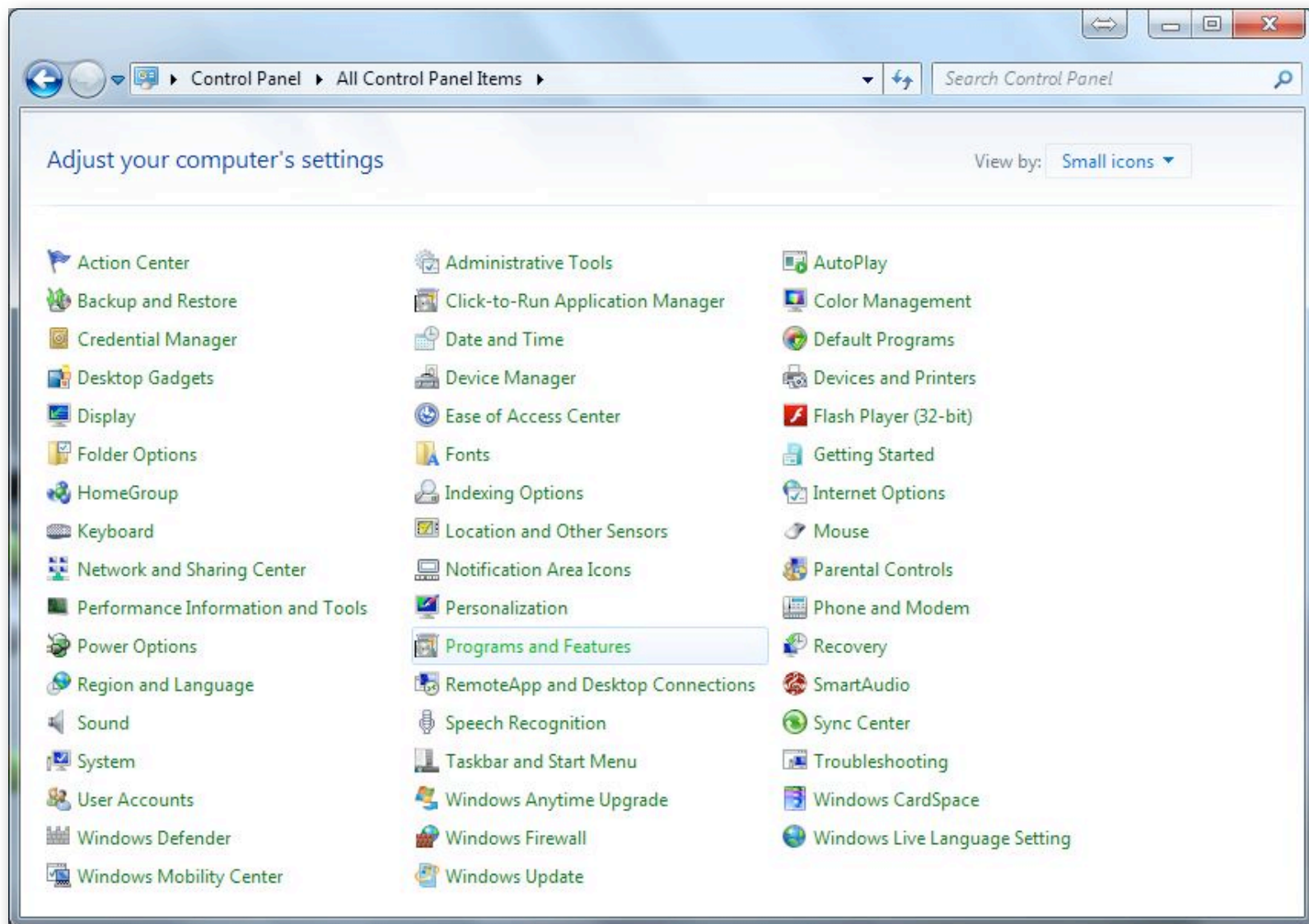
Click on the Windows *Start Menu* at the lower left of the screen and choose *Control Panel* as shown below.



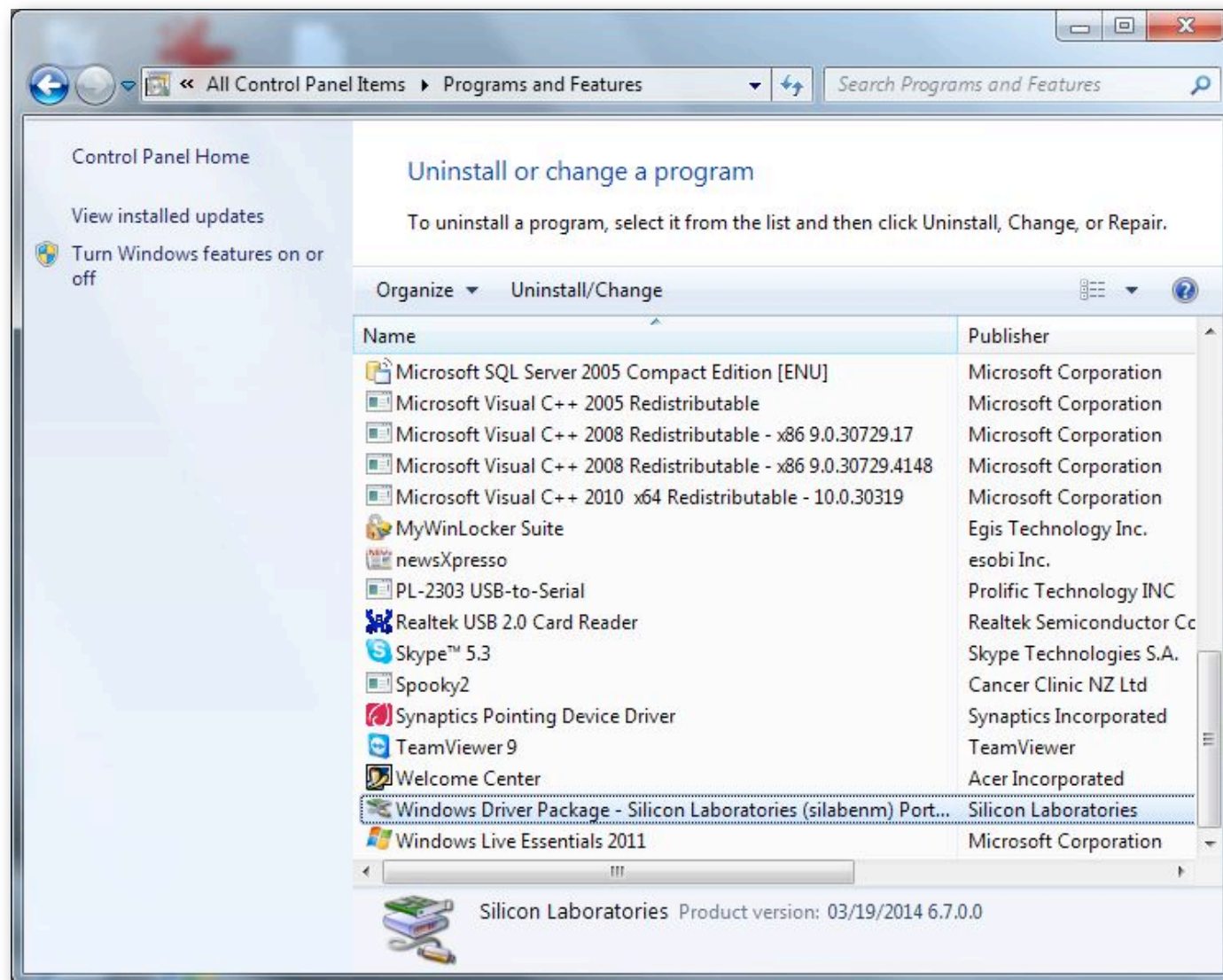
The *Start Menu* will disappear and a new window will open.



If you haven't been here before, this is probably what you'll see – not terribly informative or useful. So click on the *View by* menu at the top right and change it from *Category* to *Small icons*. And this is what you'll see instead:



Choose *Programs and Features* (highlighted in the image above). This will open a new window:



Here, I've highlighted the 5M's Silicon Labs driver. You can also see Spooky<sup>2</sup> and the UDB1108S's PL-2303 driver package entries further up the list. To uninstall, either double click the name, or select, then click *Uninstall* at the top of the list.



Uninstall both driver packages in succession, but don't bother trying to uninstall Spooky<sup>2</sup> – Windows isn't very effective at removing anything that doesn't have a registry entry. So it's quicker and easier to manually delete it. To do this, simply navigate to the Spooky<sup>2</sup> folder as you did before:

**Windows Start Menu > Computer > Hard Drive** (double click). Then drag the Spooky<sup>2</sup> folder to the *Recycle Bin* and empty it.

Now you can download a fresh copy of the installer and try again. To do this new installation, I advise disconnecting from the internet, logging into an Administrator account on your PC, and installing Spooky<sup>2</sup> for all users. Then restart the PC and log into your normal User Account so you can re-enable internet access if you wish.

Finally, click the **Advanced Menu** button to open the **Advanced Menu**, then enter the number of generators you've connected into the **DDS Generators** field near the top, and Spooky<sup>2</sup> will find your entire rig a lot quicker on subsequent launches.

### **Generators Missing:**

if you have four generators connected, but only three red **Channel** buttons, it means that either the driver hasn't installed properly for the particular port your missing generator is connected to, or its USB cable may be faulty.

To fix the first, quit Spooky<sup>2</sup>, disconnect each generator's USB cable from the PC/hub, and restart the PC. One by one, reconnect the generators and watch the right side of the *Taskbar* for alerts that tell you whether the driver install for that port was successful. With luck, they should all be. If not, it's time to try swapping the USB cable for that missing generator so that Windows can identify it and install the correct driver.

## **Installing** a beta/EXE

The latest stable version of Spooky<sup>2</sup> can always be found on the Spooky<sup>2</sup> website's Downloads page. This is the one that most people will wish to use. But John White often provides advance beta versions of the next proposed official release for download on his own site, usually as software-only EXE files. "Beta" means that they're test versions, and so may contain bugs. And this is the main reason that they're made available – so that experienced users can download and test them, then report any bugs found so they can be fixed for the next official release.

The length of time between official stable releases is generally a month, but three or four beta versions may be released for testing in the same period, and the final beta then becomes official and is uploaded to the Spooky<sup>2</sup> website.

At that time also, if an update contains no changes to Spooky<sup>2</sup>'s support files, an EXE file download will usually also be provided for users with existing installations.

Because of the nature of beta software, no technical support can be provided since it's essentially a work-in-progress. So unless you know your way around Spooky<sup>2</sup> and your PC, it may not always be a good idea for you to install a beta, especially if you're dealing with something serious. But if you wish to go ahead anyway, here's how I do it:

Download the beta (or EXE) to your Desktop. The file-name will always lack the word “\_Setup” and end in “.exe.” This means that it's an executable and doesn't need to be decompressed like a .zip file or double clicked like a full Setup installer. Click once on the file to select it, then press Ctrl C on your keyboard to copy it.

Navigate to the Spooky<sup>2</sup> folder – **Windows *Start Menu* > *Computer* > *Hard Drive*** (double click).

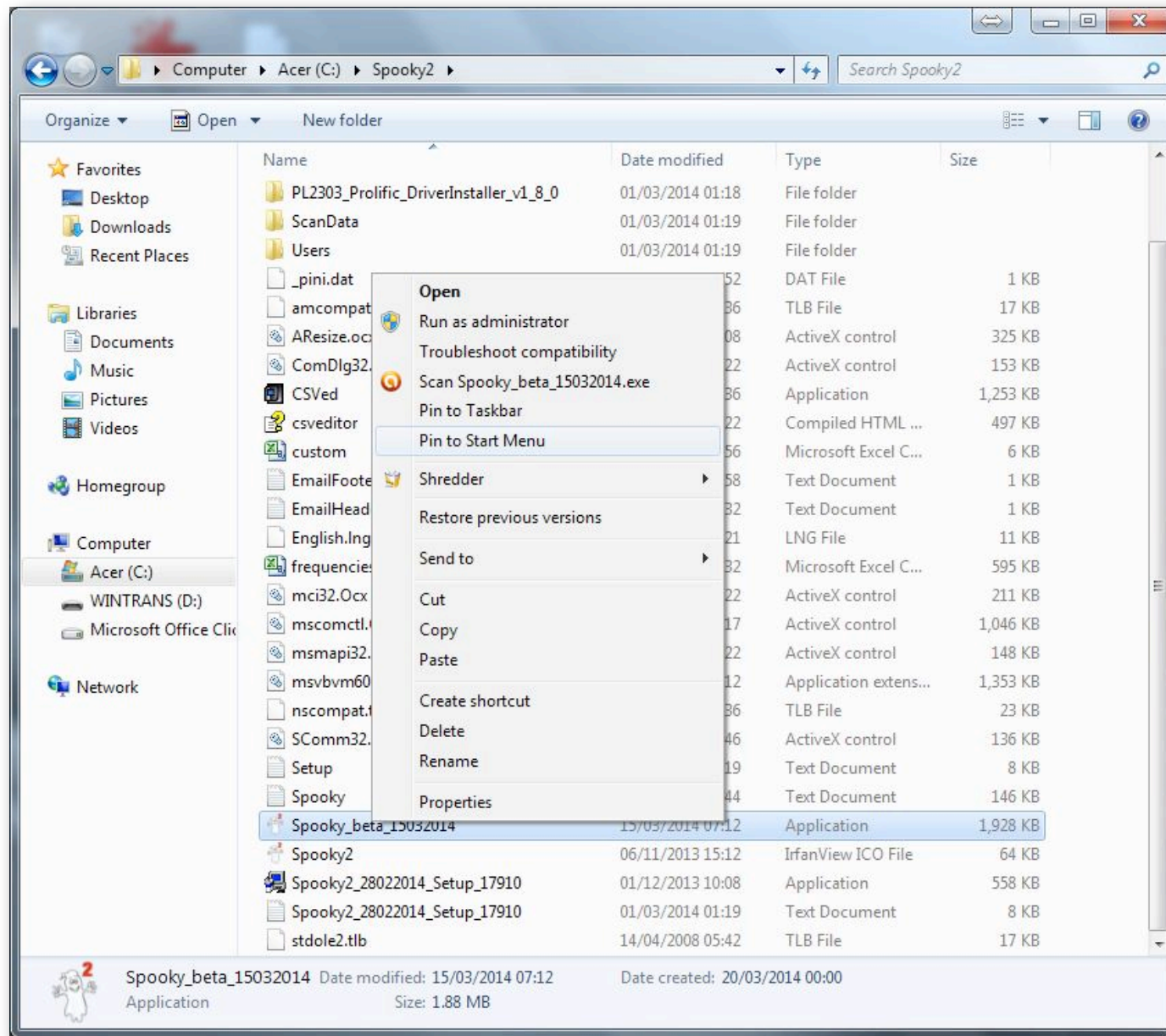
Click anywhere on the list of files, then press Ctrl V on your keyboard to paste the beta into the folder. You don't have to worry about the beta replacing your existing installation because its file name is different. However, you will need to make an easy way for yourself to launch the new beta.

To do this, you can either create a Shortcut, or you can “pin” the beta to the Taskbar or the Windows *Start Menu*. For a Shortcut, right click on the beta file and select *Create shortcut* from the *Context Menu* that pops up. Then drag the newly-created Shortcut out of the Spooky<sup>2</sup> folder and onto your Desktop.

You can then close the Spooky<sup>2</sup> folder window because double clicking the Shortcut will now launch the new beta version.

To pin the new version to the *Taskbar* or the *Start Menu*, you also right click on the beta file, but this time choose either “*Pin to Taskbar*,” or “*Pin to Start Menu*.” Clicking on the beta's icon in either of these two locations will then launch your new version. The following screenshot shows all the options:





The *Context Menu* pops up when you right click on the new Spooky<sup>2</sup> beta file.

The *Pin to Taskbar* and *Pin to Start Menu* options appear close to the top of the menu.

The *Create shortcut* option appears closer to the bottom.

## Installing a database

There are two different file formats for databases used in Spooky2 – ZIP and CSV. The ZIP format we use is encrypted, cannot be manually unzipped, and cannot be read by any software but Spooky<sup>2</sup>. This is to help prevent third-party profiteering on planned future frequency development, and the main database now comes in this format.

Please note once again that this can only be unzipped and read by Spooky<sup>2</sup>.

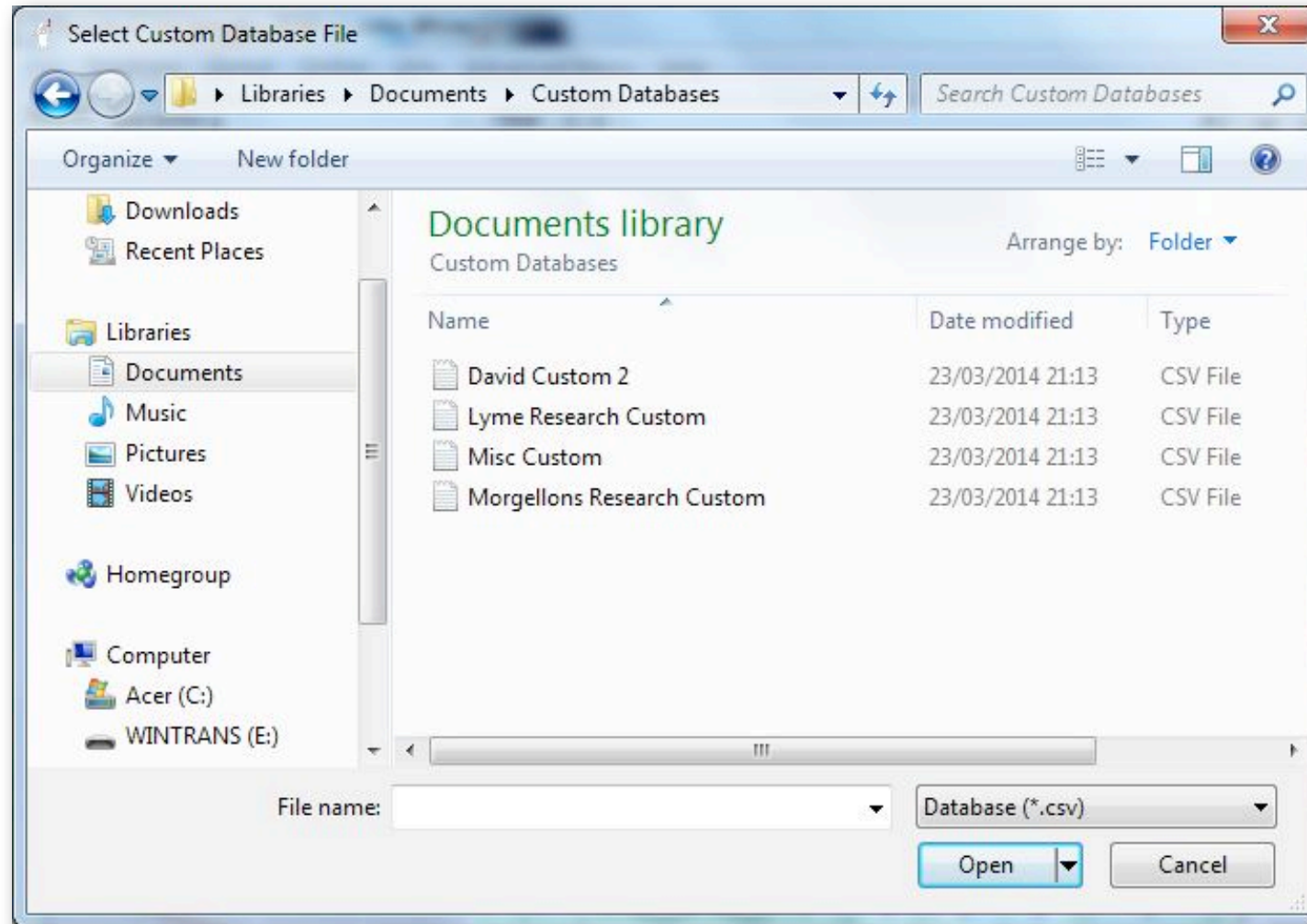
CSV files can also be read and loaded as custom databases, and these can be edited and used normally.

### How to install a main database (ZIP file):

- ▶ Either use a browser or the “Download Database” command in the Online Menu to download the database file, then quit Spooky<sup>2</sup>.
- ▶ Go to your Downloads folder and click on the “.zip” file to select it, then press Ctrl C on your keyboard to copy it.
- ▶ Now navigate to the Spooky<sup>2</sup> folder – you know how to do this by now.
- ▶ You’ll see the older “frequencies” ZIP file in the folder, and you have two choices – you can either:
  - ✓ Drag the older file into the *Recycle Bin*, then click back into the Spooky<sup>2</sup> window and press Ctrl V on the keyboard to paste the new file in.
  - ✓ Leave the existing file where it is and just press Ctrl V. The existing ZIP will be overwritten, but Spooky<sup>2</sup> will not overwrite the zero-byte CSV file, which should be left in place.
- ▶ Close the window and launch Spooky<sup>2</sup>. The new database will be loaded into memory and be available for immediate use.

## How to install a custom database (CSV file):

Click the **Database** menu on Spooky<sup>2</sup>'s menu bar and choose **Select Custom Database**. A Windows file navigation dialog will open. Navigate to the folder that contains your custom CSV file.



Here, I've navigated into the "Custom Databases" folder inside my *Documents* library.

To load one into Spooky<sup>2</sup>, I select it, then click the *Open* button to make it *immediately available* in Spooky<sup>2</sup>.

The **Refresh Database** command *reloads the custom file after manual edits*.

## Windows warnings

There are two very important settings in Windows that you need to be aware of when using Spooky<sup>2</sup>:

### PC Sleep Settings:

If your computer is set to sleep or hibernate after a certain amount of time with no user activity, here's what happens:

The contents of your memory are temporarily written to a file on the hard drive. The drive then stops spinning – this means that nothing more can be read from it into memory.

So when your PC sleeps or hibernates, it is effectively no longer working, much like a TV on standby. Consequently, Spooky<sup>2</sup> will simply suspend transmission until you wake your PC again.

To fix this, go to *Control Panels > Power Options > Change when the computer sleeps*, and set everything except the screen to *Never*. Alternatively, you can use a dark screen saver to extend display life (*Control Panels > Personalization > Screen Saver*).

### Windows Update Reboots:

If your PC is also used for the internet, be aware that default system settings mean that Windows can download and install updates automatically. It can then quit Spooky<sup>2</sup>, install the updates, and restart your PC – ending your entire Spooky<sup>2</sup> session without any warning to you.

To fix this, go to *Control Panels > Windows Update > Change settings* and choose anything other than *Install updates automatically*. If you don't want to lose this auto-install functionality, you can simply switch off your modem/wi-fi router before going to sleep or leaving your home. But do remember to keep an eye on things while you're at home but away from the computer.

If you don't use a wi-fi system, your computer is connected to the internet with an ethernet cable plugged into a modem or switcher. If you unplug this cable, Windows can't go looking for updates, so your Spooky<sup>2</sup> session can't be interrupted.



## Testing & configuration

Now your rig is connected, and your software installed, so it's time to check that everything's working correctly. Connect your Spooky Remote to the appropriate Spooky Boost 2.0 output or to Out 1 of the generator. Set all the parameters as shown:

The screenshot shows the Spooky2 software interface with the following settings:

- Program Options:**
  - Frequency Multiplier: 1
  - Repeat Every Freq: 1
  - Repeat Each Set: 1
  - Repeat Program: 0
  - Dwell Multiplier: 1
  - Amplitude Wobble: Disabled
  - Frequency Wobble: Disabled
  - Amplitude Ramp: 0
  - Pause From: 08:01 pm to 08:01 pm
  - Out 1: ☒ (LED indicator circled in red)
  - Out 2: ☐
  - Reduce Amplitude < 10 kHz
  - Skip Concurrent Duplicate Freq
  - Remove Duplicate Frequencies
  - Autostart
- Out 1 Settings:**
  - Duty Cycle: 50 (circled in red)
  - Amplitude: 20 V (circled in red)
  - Offset: 0
  - Phase Angle: 0
- Out 2 Settings:**
  - Duty Cycle: 50 %
  - Amplitude: 20 V
  - Offset: 0
  - Phase Angle: 0
- Frequency Limits (Hz):**
  - > 0
  - < 0
  - Use Harmonic Type: Hex
  - \* = Experimental
  - Apply
- Waveform Settings:**
  - Out 1 = 0 X 1 + 0 Hz
  - Out 2 = (Out 1 X 1) + 0 Hz
  - Swap Waveform: 0
  - Swap Frequencies + Amplitudes for Out 1 and Out 2
- Waveform Display:**
  - Colloidal Silver
  - Sine
  - Follow Out 1
  - Spike+Sync
  - Inverse+Sync
- Spike Length Ratio:**
  - 1 0 2
  - 1 0 2
  - 1 0 2
  - 1 0 2
  - 1 0 2
  - 8 0 2
  - 8 0 2
  - 16 0 2
  - 16 0 2
  - 1 0 2
  - 1 0 2
- Spectrum:**
  - 0
  - 0
  - 0
  - 0
  - 0
  - 0
  - 0
  - 0
  - 0
  - 0
- Buttons:**
  - + Spike
  - Spike
  - Count: 0

- ▶ **Duty Cycle** should be 50%.
- ▶ **Amplitude** should be 20.
- ▶ Square wave should be selected.
- ▶ **Inverse+Sync** should be selected.

Now search for and load the “Signal Test” frequency set. In older databases, this may be named “Calibrate.” When the **Channel** is started, both LEDs should be lit. If so, your Spooky Remote is now ready for action.

**No lights?** Check the generator display for the blue **ON** icon. If you see a red **OFF** icon, quit Spooky<sup>2</sup> and turn off your XM. Reseat USB connections, then turn on the XM and launch Spooky<sup>2</sup> again.

If the generators still shows **OFF**, try swapping the USB cable for a known good one. If you do see the **ON** icon, check that all BNC connectors are secure.

**NOTE:** If Offsets are set to 100 and -100, only one LED will light. This is normal.



# Treatment choices

Before you use Spooky<sup>2</sup> to tackle any problem, you have a number of very important things to consider first:

## 1. Killing or healing?

This will affect your choice of waveform, its settings, amplitude, and wobbles. Generally, killing pathogens requires a wobble or feathering to cover possible mutations. But a much better alternative is to use a well-designed Spectrum.

Contact Mode needs higher amplitudes to achieve adequate body penetration (14–20 volts) unless a carrier wave is used (use a higher harmonic multiplier on Out 2 rather than a static carrier – I’ll show you how later).

Remote Mode can use any Amplitude from about 4 volts up to 20. High voltages are not necessary because all we need to penetrate is the fingernail clipping in Spooky Remote, not the entire body.

For Plasma Mode, please see the documentation for your Spooky Central (coming soon) or other amplifier.

## 2. Which Spooky Remote model?

Both Remotes kill. And both Remotes heal.

A Spooky Remote v1.1 Magnetic North (black foam top) will kill *slightly* quicker than a Bio North model (white foam top), but we don’t recommend using it non-stop for longer than 3-5 days because it can produce unpleasant side effects such as irritation, mood swings, and even (in some cases) a return of symptoms.

A Spooky Remote v1.1 Bio North model will kill pathogens, too, only not *quite* as quickly as a Magnetic North, But it’s quicker for healing, repair, and regeneration. The Bio North model can be used continuously without problems, making it a better and easier-to-manage option for serious conditions where longer-term application is usually required.

### 3. Which waveform?

**Sine**: the gentle curve of the sine wave's amplitude makes it suitable for healing. Its trajectory is the purest form of energy/motion, and you will see its shape throughout the natural world. Best for high frequencies, where it will also kill efficiently.

**Square**: the abrupt rises and falls in amplitude coupled with long peaks and troughs make this wave very suitable for killing pathogens. However, it's also effective for healing, especially if low frequencies are used.

**Sawtooth**: up to now, this does not have a history in Rife, so it's still considered largely experimental. However, our experiments so far have shown that it's a very effective waveform to use for healing.

**Inverse Sawtooth**: the sharp rise to peak level combined with the linear fall in amplitude make this waveform excellent for killing organisms, and it does this more effectively than the square wave. At higher Amplitudes/voltages, it's not really suitable for healing – but some users have reported good results using it at reduced power.

**Triangle**: does not have a history in Rife – so it's still experimental. Its linear slopes make for a less efficient “whip-crack” effect, but it may be useful as a possible substitute for a sine.

**Damped Sinusoidal**: Dr. Rife's well-known cancer-killer waveform, as documented by the Smithsonian. When liberally sprinkled with spikes, this becomes a truly fearsome weapon. But because it's based on gradually decaying sine waves, it's also excellent for healing applications (without spikes).

**Damped Square**: damping applied to square waves – a brand new Spooky<sup>2</sup> exclusive. Its energy trajectory makes it lethal for pathogens, and it's currently also being tested successfully in healing situations.

**H-Bomb Sinusoidal**: designed by John to feature energy spikes on leading and trailing edges. It's based on sine waves, and this should make it a good choice for powerful healing. But it should also be useful as a pathogen killer.

**H-Bomb Square**: I feel that this may be Spooky<sup>2</sup>'s most powerful killing machine. John has questioned if it may be too powerful for remote use, but I've used it successfully in this way without Herxing.

### 3. Database sets, Pulse results, or Spectrum sweeps?

For killing, the Spectrum Sweeps are convenient and very powerful. It's best to adjunct or alternate with targeted database sets. Most powerful of all, but not quite as convenient, are Spooky Pulse scan results. Spooky Pulse has now clearly shown itself capable of detecting early cancer.

The effectiveness or otherwise of database sets also depends on the accuracy of your diagnosis. It's possible, too, that a different strain or a mutation of the pathogen is involved. Either way, if you get no results after 2–3 days, you should try another database set instead.

For healing, I would use either Pulse results or targeted database sets. The Spectrum Sweeps are designed for killing. Most healing works through frequency entrainment, and sweeps don't work for this process.

### 4. What source of DNA for Remote?

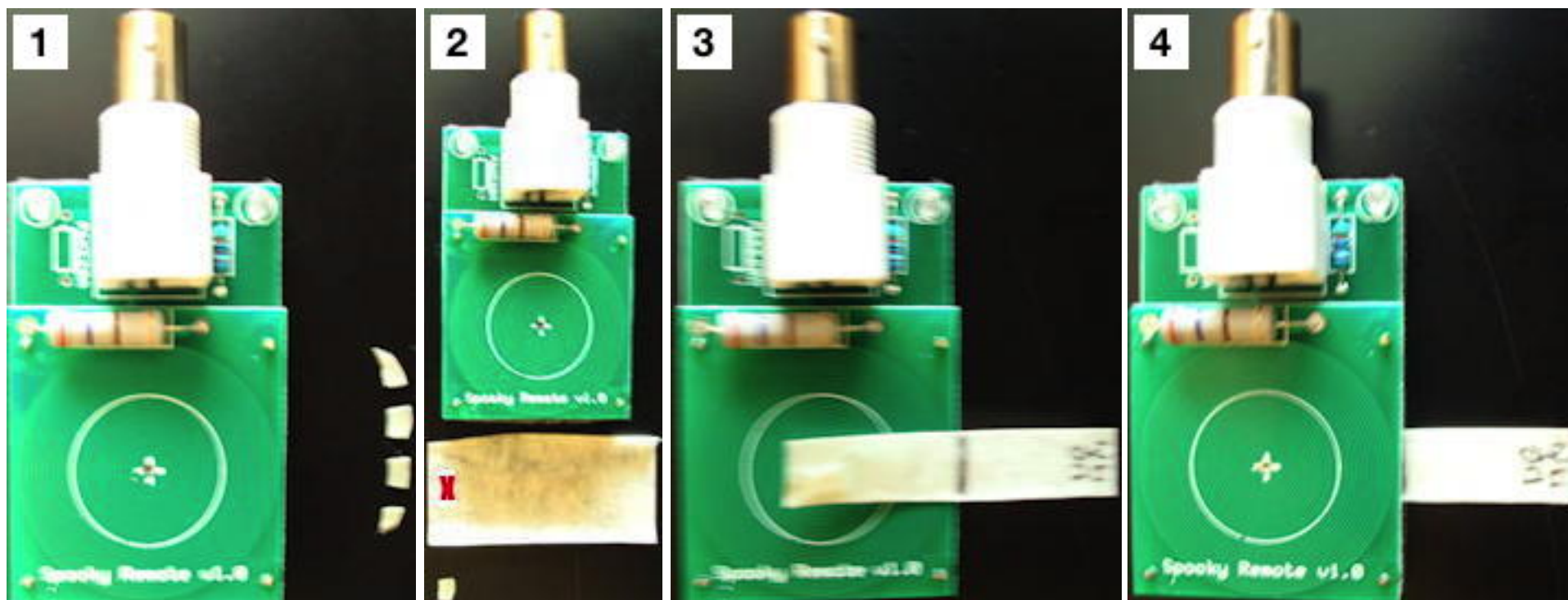
[Nails](#): the DNA contained in fingernails is encased in hard keratin which protects it from degradation. In theory, it should be good to use for scalar transmission forever, and indeed some practitioners never change their specimens.

However, my research suggests that since photonic energy has been shown to be intimately bound up with DNA, nail specimens may be best renewed each month.

Russian experiments show that the photonic energy “imprint” which “shadows” DNA fades after this time.


If you choose to change your samples regularly, you may wish to substitute lightweight cigarette rolling papers for paper masking tape.

Here's a good way to package your nail clippings using paper tape:



1. First, cut your nail into four equal pieces, as shown. You only need to use one piece of nail for each Remote.
2. The correct length of 2" paper tape, sticky side up. Bottom left is a single piece of nail. The red mark shows where to place it.
3. Fold tape over lengthwise. Write initials on one end if required. Place as shown and mark the tape at the edge of the Remote.
4. Insert tape in the Remote so the mark aligns with the Remote's edge as shown. This ensures DNA is correctly placed.

**Saliva:** cut a strip of blank paper (blotting paper is best) about two inches long and one inch wide. Place the top one-third of this in your mouth for about five minutes, or until it becomes saturated with saliva. Allow it to air-dry for about 10-20 minutes before placing it into your Remote. Good for about three days.



**Buccal Skin Cells**: this is how police do large-scale DNA testing after certain serious crimes. As above, use a strip of paper, but don't allow it to soak in your mouth. Instead, rub the top one-third gently but firmly against the inside of your cheek for a moment. If it becomes wet, allow it to air-dry as above. Good for about 4-5 days.

**Blood**: for this you need a pack of lancets designed for diabetics to safely test blood sugar levels. These are inexpensive and available from all pharmacies. Wash your hands thoroughly first, then follow the directions on the pack. Smear the droplet of blood on the top one-third of a strip of paper. Allow to air-dry for a few moments. Good for about 5-6 days.

**Hair**: the shaft contains no DNA, only RNA. So it must have the root “bulb” attached. Good for about two days.

## 5. Remote, contact, or plasma?

**Plasma**: well-designed and implemented plasma is quickest and most powerful. The very best available today at any price comes from the Spooky team – Spooky Central.

**Contact**: used with a carrier wave, this comes next for speed and power.

**Remote**: scalar DNA treatment has been vastly improved by the introduction of Spooky Remote v1.1, such that it has gained markedly on contact mode. The convenience of Remote Mode makes it a winner.

For serious conditions, I would do one plasma or contact session daily, then switch that generator to Remote Mode.

The following three screenshots are good default settings for each of the three modes – Remote, Contact, and Plasma.

In all cases except Plasma, **which requires a square wave for everything you run**, you should choose your own waveform based on whether you're killing organisms, or healing (healing also includes detoxing).



Program Options

Frequency Multiplier	1	Duty Cycle	50	50	%
Repeat Every Freq	1	Amplitude	20	20	V
Repeat Each Set	1	Offset	0	0	%
Repeat Program	0	Phase Angle	0	0	°
Dwell Multiplier	1				

Frequency Limits (Hz)

> 0 Use Harmonic Type: Decade

< 0 \* = Experimental

Apply

Amplitude Wobble Disabled 0 % 16 Steps +- .02% Feathering

Frequency Wobble Disabled 0 % 16 Steps Do NOT sort frequencies

Amplitude Ramp 0 Up Down

Pause From 08:01 pm to 08:01 pm

☐ Out 1 ☐ Out 2 4 Hz Gate  
☐ Reduce Amplitude < 10 kHz  
☐ Skip Concurrent Duplicate Freq  
☐ Remove Duplicate Frequencies  
☐ Autostart

Out 1 = 0 X 1 + 0 Hz

Out 2 = (Out 1 X 1) + 0 Hz

Out 2 = (Out 1 X 1) Volts

Swap Waveform 0 Seconds

☐ Swap Frequencies + Amplitudes for Out 1 and Out 2

	1	2	Waveform	X	Spike Length Ratio	Spectrum %
	<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	1 0 2	0
	<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	1 0 2	0
	<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	1 0 2	
	<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	1 0 2	
	<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	1 0 2	
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	<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	1 0 2	
	<input type="radio"/>					

Program Options

Frequency Multiplier	1	Duty Cycle	50	50	%
Repeat Every Freq	1	Amplitude	20	20	V
Repeat Each Set	1	Offset	0	0	%
Repeat Program	1	Phase Angle	0	0	°
Dwell Multiplier	1				

Frequency Limits (Hz)

> 0 Use Harmonic Type: Decade ☒

< 0 \* = Experimental ☐

Apply

Amplitude Wobble Disabled 0 % 16 Steps

Frequency Wobble Disabled 0 % 16 Steps

Amplitude Ramp 5 ☒ Up ☒ Down

Pause From 08:01 pm to 08:01 pm

☐ Out 1 ☐ Out 2 4 Hz Gate

☒ Reduce Amplitude < 10 kHz

☐ Skip Concurrent Duplicate Freq

☐ Remove Duplicate Frequencies

☐ Autostart

Out 1 = 0 X 1 + 0 Hz

Out 2 = (Out 1 X 1) + 0 Hz

Out 2 = (Out 1 X 1) Volts

Swap Waveform 0 Seconds

☐ Swap Frequencies + Amplitudes for Out 1 and Out 2

	1	2	Waveform	X	Spike Length Ratio	Spectrum %
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	1	0
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	1	0
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	1	0
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	1	0
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	8	0
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	8	0
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	16	0
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	16	0
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Colloidal Silver	<input type="checkbox"/>	1	0
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Sine	<input type="checkbox"/>	1	0
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Follow Out 1	<input type="checkbox"/>		
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Spike+Sync	<input type="checkbox"/>		
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Inverse+Sync	<input type="checkbox"/>		

F2 = F1 X 1 Hz 0°

☐ Add F1 to F2

## Contact Mode settings

**Repeat Each Set:** 1.

**Repeat Program:** 1.

**Dwell Multiplier:** 1 (Programs run for default dwells/times).

**Duty Cycle:** 50 (may be higher to create more harmonics – relevant to square wave only).

**Amplitude:** 14–20 volts.

**Offset:** 0 & 0 (can also be 100 and 100, or 100 and -100 if Spooky Boost 2.0 is connected).

**Apply:** Frequencies Directly for kill, heal, and detox.

**Reduce Amplitude < 10KHz:** checked (prevents low frequencies from causing discomfort).

**Waveform:** user's choice.

**Note:** high-amplitude low frequencies can cause unpleasant muscle contraction. The threshold for this is different for everyone (mine is about 1KHz). Try values lower than 10KHz to find yours.

How Contact works...





3,500,000Hz, low 100,000Hz (for Spooky Central)/high 400,000Hz (for Spectrotek amplifiers).

**Repeat Program: 1.**

**Dwell Multiplier:** 1 (Programs run for default dwells/times).

**Duty Cycle:** 50 (may be higher to create more harmonics – relevant to square wave only).

**Amplitude:** 5 volts.

**Offset:** 100 & 100.

**Apply:** Frequencies Directly for kill, heal, and detox.

**Waveform:** square wave only.

**Note:** Spooky Boost 2.0 is **not** used for Plasma Mode. However, if you also use your Spooky Central generator in Remote Mode, you may leave a Spooky Boost 2.0 in place and connect Spooky Central to the Boost's Out 1 and Out 2.

## More about Spooky Central...

## OK, let's Rife

If you've never used Rife technology before, I'm willing to bet that your reaction on first seeing this interface was sheer panic.

The screenshot shows the Spooky2 software interface, which is a complex control panel for Rife technology. It includes several sections:

- Program Options:** A grid of settings for Frequency Multiplier, Repeat Every Freq, Repeat Each Set, Repeat Program, Dwell Multiplier, Amplitude Wobble, Frequency Wobble, Amplitude Ramp, and Pause From.
- Frequency Limits (Hz):** Fields for > 0 and < 0, a Use Harmonic Type dropdown (set to Hex), and an Apply button.
- Out 1 and Out 2:** Settings for Duty Cycle, Amplitude, Offset, and Phase Angle.
- Waveform Displays:** Three large graphs showing different waveforms (sine, square, and a complex waveform) with their respective frequency and amplitude scales.
- AlphaStim Wave:** A dropdown menu with options like AlphaStim Wave, Follow Out 1, Spike+Sync, and Inverse+Sync.
- Frequency Limits (Hz):** A section for setting frequency limits, including a field for 0 Hz and a checkbox for Use Harmonic Type.
- Waveform and Spectrum:** A table showing waveform details, including Length, Ratio, and Spectrum.

That's entirely understandable. At first sight, Spooky<sup>2</sup> looks so overwhelmingly complex that you naturally think, "How the heck am I ever going to learn this?"

But I'm also willing to bet that your first reaction on getting into a car to take your first driving lesson was also panic, and that the exact same thought went through your head.

Well, just like a car, you don't need to use everything that's on display in order to actually drive it, do you? Spooky<sup>2</sup> is no different.

Over the next few pages, I'm going to show you how to use it quickly and easily, and in less than 15 minutes, you're going to be loading and running Programs like a pro.

The best way to learn something is by doing it. So please follow along over the next few pages and I'll show you how easy it can be.



With Spooky<sup>2</sup>, we use what we need, and ignore everything else. Eventually, over time, you'll get comfortable and confident, and you'll want to get the most out of this fabulous system.

When that happens, use this Guide to learn what everything does, and how it can be used for maximum benefit. It's not going to be a walk in the park, but it's certainly not climbing Mount Everest either.

I'll bet you're a pretty good driver now, aren't you? Believe in yourself, keep at it, and soon you'll be a pretty good rifer, too.

So let's get going with something simple like a cold (please note that I've removed excess blank space from this screenshot and later similar ones in order to make all the elements big enough to be clearly seen):

The screenshot shows the Spooky2 software interface. At the top, there is a 'Program Preset' dropdown and a 'Search' field containing the word 'cold'. To the right of the search field are 'Clear' and 'Customize' buttons, and a date 'Spooky2 1st April 2016'. Below the search bar is a list of search results. The first result is 'Cold Coughing' with a CAFL value of 727,10000. The second result is 'Cold Feet and Hands' with a CAFL value of 20,125,146,200,727,787,880,5000. The third result is 'Cold In Head Or Chest 1' with a CAFL value of 20,444,727,776,787,880,1550,5000,10000. The fourth result, 'Cold In Head Or Chest 2', is highlighted in blue and has a CAFL value of 20,333,444,727,766,776,787,802,880,1550,4412,7344,10000. The fifth result is 'Cold Or Flu Winter 2001' with a CAFL value of 959,962. The sixth result is 'Cold Sores 2' with an XTRA value of 428,465,727,787,880,1500,1550,1800,1850,2489. The seventh result is 'Cold Sores 3' with an XTRA value of 470,647,648,650,652,654,656,658,660,847,5641,8650. Below the search results is a 'Program Options' section. It contains several input fields: 'Frequency Multiplier' (1), 'Repeat Every Freq' (1), 'Repeat Each Set' (1), 'Repeat Program' (0), 'Dwell Multiplier' (.33), 'Amplitude Wobble' (Disabled), 'Duty Cycle' (50), 'Amplitude' (20), 'Offset' (0), 'Phase Angle' (0), 'Out 1' (50), 'Out 2' (50), 'Frequency Limits (Hz)' (> 0, < 64000), 'Use Harmonic Type:' (Hex), and 'Apply' button. To the right of the 'Program Options' section is a cartoon ghost character and the text 'Spooky2 Cold In Head Or Chest 2'. In the bottom right corner, there is a red circle containing the text '17 / 31'.

Program Preset	CAFL	Value
Cold Coughing	CAFL	727,10000
Cold Feet and Hands	CAFL	20,125,146,200,727,787,880,5000
Cold In Head Or Chest 1	CAFL	20,444,727,776,787,880,1550,5000,10000
Cold In Head Or Chest 2	CAFL	20,333,444,727,766,776,787,802,880,1550,4412,7344,10000
Cold Or Flu Winter 2001	CAFL	959,962
Cold Sores 2	XTRA	428,465,727,787,880,1500,1550,1800,1850,2489
Cold Sores 3	XTRA	470,647,648,650,652,654,656,658,660,847,5641,8650

Program Options

Frequency Multiplier	Repeat Every Freq	Repeat Each Set	Repeat Program	Dwell Multiplier	Amplitude Wobble	Duty Cycle	Amplitude	Offset	Phase Angle	Out 1	Out 2	Frequency Limits (Hz)	Use Harmonic Type:	Apply
1	1	1	0	.33	Disabled	50	20	0	0	50	50	> 0	Hex	
												< 64000		

17 / 31

First, I type "cold" into the **Search** field. Spooky<sup>2</sup> returns 31 results. In the red circle, 31 is the second number shown.

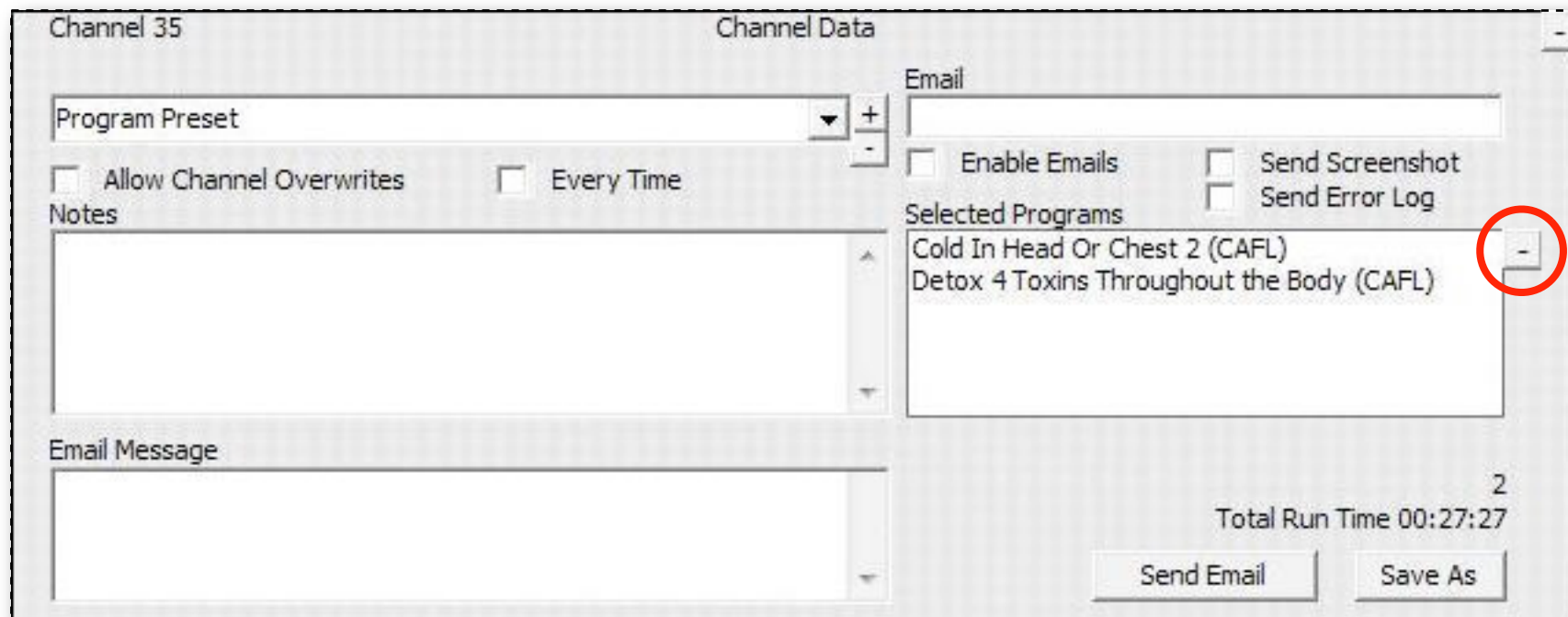
I select the one I want to run. This is result number 17. In the red circle, 17 is the first number shown. So here, I've selected result 17 out of a possible 31.



I double click it, and it loads into the **Selection** field on the lower right. However, since I'm going to be killing pathogens, I need to run a detox set as well. It's always better to keep killing sets on one **Channel** and put detox on another, but in this case we'll suppose I only have a single generator.

So I type "detox" into the **Search** field – there's no need to click the **Clear** button first – and I get a bunch of results, from which I choose *Detox 4 Toxins Throughout the Body CAFL*, and I double click this also.

Both sets are now loaded into my Program and can be seen in the **Selection** field. If I change my mind about one of them, I just double click it here to remove it, or I can clear both selections I made by clicking the – **Button** (circled in red).



Now it's time to make settings that will work to kill pathogens – *and* clear out toxins.

Any of the square waves are good for both of these tasks, but I want to use a 100% positive **Offset** as recommended by Dr. Hulda

Clark, so I'll stick with her classic settings of a plain square wave and an **Amplitude** of 9.5 volts. However, I could also choose a H-Bomb square or a damped square if I desired. Below left are all the settings I enter in the green **Program Options** pane:

The screenshot shows the 'Program Options' pane with the following settings:

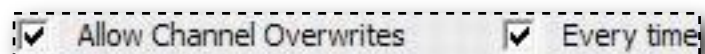
- Frequency Multiplier:** 1
- Repeat Every Freq:** 1
- Repeat Each Set:** 1
- Repeat Program:** 0
- Dwell Multiplier:** .33
- Amplitude Wobble:** Disabled
- Frequency Wobble:** Disabled
- Amplitude Ramp:** 5, Up, Down
- Pause From:** 08:01 pm to 08:01 pm
- Out 1:** 50, 9.5, 100, 0
- Out 2:** 50, 9.5, -100, 0
- Frequency Limits (Hz):** > 0, < 64000
- Use Harmonic Type:** Decade
- Apply:** Frequencies Directly
- Do NOT sort frequencies:** (checked)
- Out 1 = 0 X 1 + 0 Hz**
- Out 2 = (Out 1 X 1) + 0 Hz**
- Out 2 = (Out 1 X 1) Volts**
- Swap Waveform:** 0 Seconds
- Swap Frequencies + Amplitudes for Out 1 and Out 2:** (unchecked)
- Out 1:** 4 Hz Gate
- Reduce Amplitude < 10 kHz**
- Skip Concurrent Duplicate Freq**
- Remove Duplicate Frequencies**
- Autostart**
- Waveform:** 1, X
- Spike Length Ratio:** 0, 2
- Spectrum %:** 0
- Colloidal Silver**
- H-Bomb Sine**
- Follow Out 1**
- Spike+Sync**
- Inverse+Sync**
- + Spike**
- Spike**
- Count:** 0

I lead an active life, and I don't want to let treatment of a cold interfere with that. So I'll use Remote Mode.

First, I enter 64000 in the < field of the **Frequency Limits** pane to bring all these low sub-harmonics up to more effective levels. I enter 1 for **Repeat Each Set**, 0 for **Repeat Program**, and a value of .33 for **Dwell Multiplier** (but note that John White uses 1 for this). Remote also normally calls for an Apply Menu setting of +- .02% **Feathering**, but because I'm also running detox frequencies which need **Apply** to be set to **Frequencies Directly**, I've set it to use that instead.

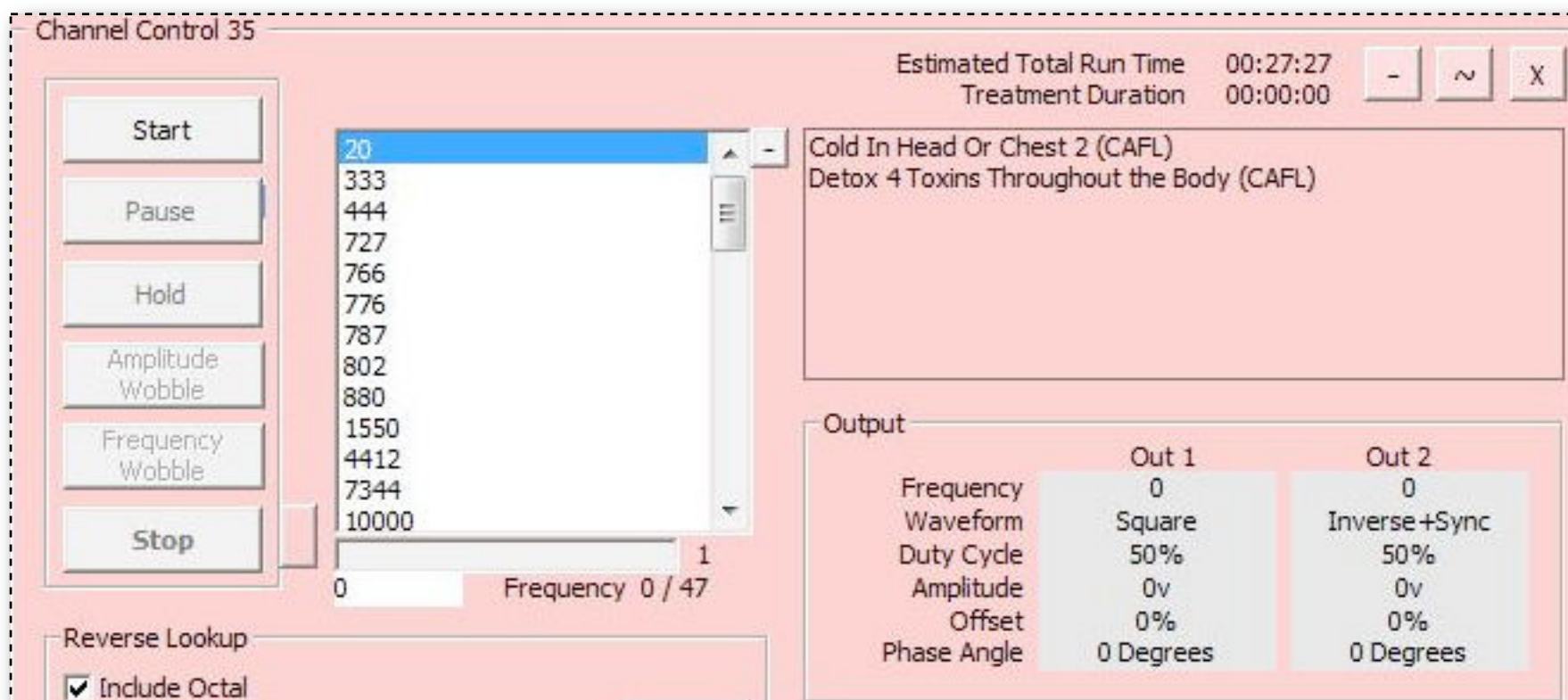
I also have a Spooky Boost 2.0 connected, so I select **Inverse+Sync** for added power. If I *didn't* have this, I would connect the Remote to Out 1 of the generator and select **Inverse+Sync** or **Follow Out 1** here instead.

Now I'm ready. But there's one more essential box to check:



And it's **Allow Channel Overwrites**, to the left of the **Selection** field. **Any time you change a Channel in any way, even if it's blank, you must tick this box before clicking its red Channel button so you can start the Program.**

If you don't, the **Channel Control** panel will replace all your work with its last saved settings – which will clear everything you've done. So don't forget to tick this box when you've built your Program. When you do, the **Every time** checkbox will appear. Tick this if you wish to *always* overwrite. *Now* you can click whichever **Channel** you want to run this on:



The red **Channel Control** panel appears. And you're ready to rumble! So click the **Start** button and get on with your day.



But hold on. Suppose I realise I made a mistake and I want to change a setting or frequency set. How can I do that at this stage?



At the top right of the **Channel Control** panel, you'll see three buttons. The rightmost one with the "X" closes the panel, as you'd expect. However, if you use this to close, you won't be able to change anything – it simply closes the panel and locks the **Channel** so it can't be changed. Its purpose is to allow you to close a **Channel** and move on to set up the next one. So, to fix my mistake, I must click the **Settings Button** instead – with the curvy wave image.

This also closes the panel, but it *unlocks* the **Channel** so I can make changes. However, when I've done, I *must* again tick the **Allow Channel Overwrites** box *before* I reopen the **Channel**, otherwise it will discard my correction.

The leftmost – **Button** goes further: it unlocks the **Channel** and clears all sets so I can start again. However, it leaves my settings intact. Nice.

Now here's a different case – let's say I want to treat for Epstein Barr virus. So, again, I type "epstein" into the **Search** field, and I get 43 results. The set I want to use is *Epstein Barr Virus 1 XTRA* - the 14th in the list.

The screenshot shows the Spooky2 software interface. At the top, there is a search bar with 'epstein' entered and a 'Clear' button. Below the search bar is a table of results. The 14th result, 'Epstein Barr Virus 1 XTRA', is highlighted in blue. Below the table, there are 'Program Options' for Out 1 and Out 2, including Frequency Multiplier, Repeat Every Freq, Repeat Each Set, Repeat Program, Dwell Multiplier, Amplitude Wobble, Duty Cycle, Amplitude, Offset, Phase Angle, Frequency Limits (Hz), and Use Harmonic Type. A red oval highlights the 'Additional Notes' section for the selected set, which reads: 'Epstein Barr Virus 1 Herpes virus causing Mononucleosis, also called Infectious Mononucleosis or Glandular Fever - see sets for sets.'

Program Preset	CAFL	VEGA
EBV	105,172,253,274,380,660,663,667,669,738,825,1013,1920,6618,8768	660,663,669
Epstein Barr Virus 1	428,465,660,727,776,778,787,880	
Epstein Barr Virus 1	XTRA	1.1,4.9,6.29,20,27.5,35,72,73,105,120,148,172,220,253,274,410,424,428,465,660,663,664,667,669,690,727.5,738,744,776,778
Epstein Barr Virus 2	CAFL	105,172,253,274,380,660,663,667,669,738,825,1013,1920,6618,8768
Epstein Barr Virus 2	XTRA	95,125,330,444,788,802,1550,1800,1865,2720,10000,11640.62=1800,11718.75=1200,11875,18670,15,18919.09
Epstein Barr Virus 3	XTRA	105,172,253,660,663,669,744,825,1032,1920

Program Options

Frequency Multiplier	1	Duty Cycle	Out 1	Out 2	%
Repeat Every Freq	1	Amplitude	50	50	%
Repeat Each Set	1	Offset	20	20	V
Repeat Program	0	Phase Angle	0	0	%
Dwell Multiplier	.33				

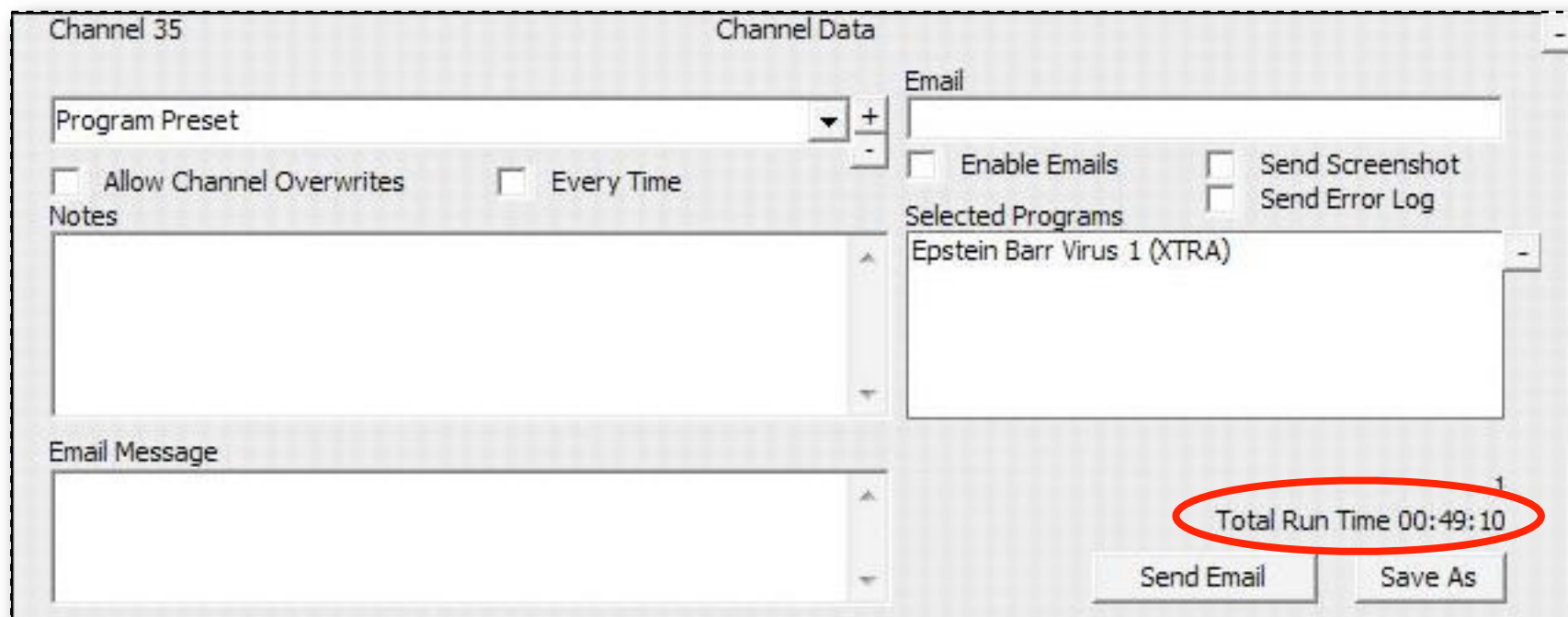
Amplitude Wobble: Disabled, 0 %, 16 Steps, +/-0.02% Feathering

Frequency Limits (Hz): > 0, < 64000, Use Harmonic Type: Hex, \* = Experimental

Additional Notes: Epstein Barr Virus 1 Herpes virus causing Mononucleosis, also called Infectious Mononucleosis or Glandular Fever - see sets for sets.

When you select some sets, you'll see **Additional Notes** related to your selection appear in the area ringed in red above. Usually, these instruct or inform. Some will also describe important settings you must make for that set when you load it.

So I double click *Epstein Barr Virus 1*. Now my **Selection** field looks like this:



Channel 35 Channel Data

Program Preset

☐ Allow Channel Overwrites ☐ Every Time

Notes

Email

☐ Enable Emails ☐ Send Screenshot  
☐ Send Error Log

Selected Programs

Epstein Barr Virus 1 (XTRA)

Email Message

Total Run Time 00:49:10

Send Email Save As

I've also ensured that the **Allow Channel Overwrites** box is ticked so I don't forget to do it after I've made my settings. Unless you also tick **Every time**, you will have to tick this box immediately after loading all your sets, and this is a good habit to get into because you can get caught up in making settings and forget to do it before you try running the Program. Well, I do anyway!

The **Total Run Time** of your Program, taking into account all repeats, is shown beneath the **Selection** field (circled in red above). However, because entering 0 into the **Repeat Program** field tells Spooky<sup>2</sup> to loop the Program until I manually stop it, what you see here is the total time the Program would take to run through *just once*.

Now for our settings. We're killing pathogens here, and we have detox either running on another **Channel**, or we'll load a detox Program with appropriate settings and waveform after this one has finished. So we can choose settings that kill exclusively:



Program Options

Frequency Multiplier	1	Duty Cycle	50	Out 1	50	%
Repeat Every Freq	1	Amplitude	20	Out 2	20	V
Repeat Each Set	1	Offset	0		0	%
Repeat Program	0	Phase Angle	0		0	°
Dwell Multiplier	.33					

Frequency Limits (Hz)

> 0 Use Harmonic Type: Decade ☒   
 \* = Experimental   
 < 0 Apply

Amplitude Wobble Disabled 0 % 16 Steps Frequencies Directly   
 Frequency Wobble Disabled 0 % 16 Steps Do NOT sort frequencies

Amplitude Ramp 0 Up Down   
 Pause From 08:01 pm to 08:01 pm

☐ Out 1 ☐ Out 2 4 Hz Gate   
☐ Reduce Amplitude < 10 kHz   
☐ Skip Concurrent Duplicate Freq   
☒ Remove Duplicate Frequencies   
☐ Autostart

Out 1 = 0 X 1 + 0 Hz   
 Out 2 = (Out 1 X 1) + 0 Hz   
 Out 2 = (Out 1 X 1) Volts   
 Swap Waveform 0 Seconds   
☐ Swap Frequencies + Amplitudes for Out 1 and Out 2

	1	2	Waveform	X	Spike Length	Ratio	Spectrum %	
<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	1	0	2	0
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	3	15	2	0
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	1	0	2	
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	1	0	2	
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	1	0	2	
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	8	0	2	
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	8	0	2	
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	16	0	2	
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	16	0	2	
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Colloidal Silver	<input type="checkbox"/>	1	0	2	0
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Sine	<input type="checkbox"/>	1	0	2	0

F2 = F1 X 11 Hz 0 0   
☒ Add F1 to F2

Follow Out 1 ☐   
 Spike+Sync ☐   
 Inverse+Sync ☐   
☒ + Spike   
☐ - Spike   
 Count 1

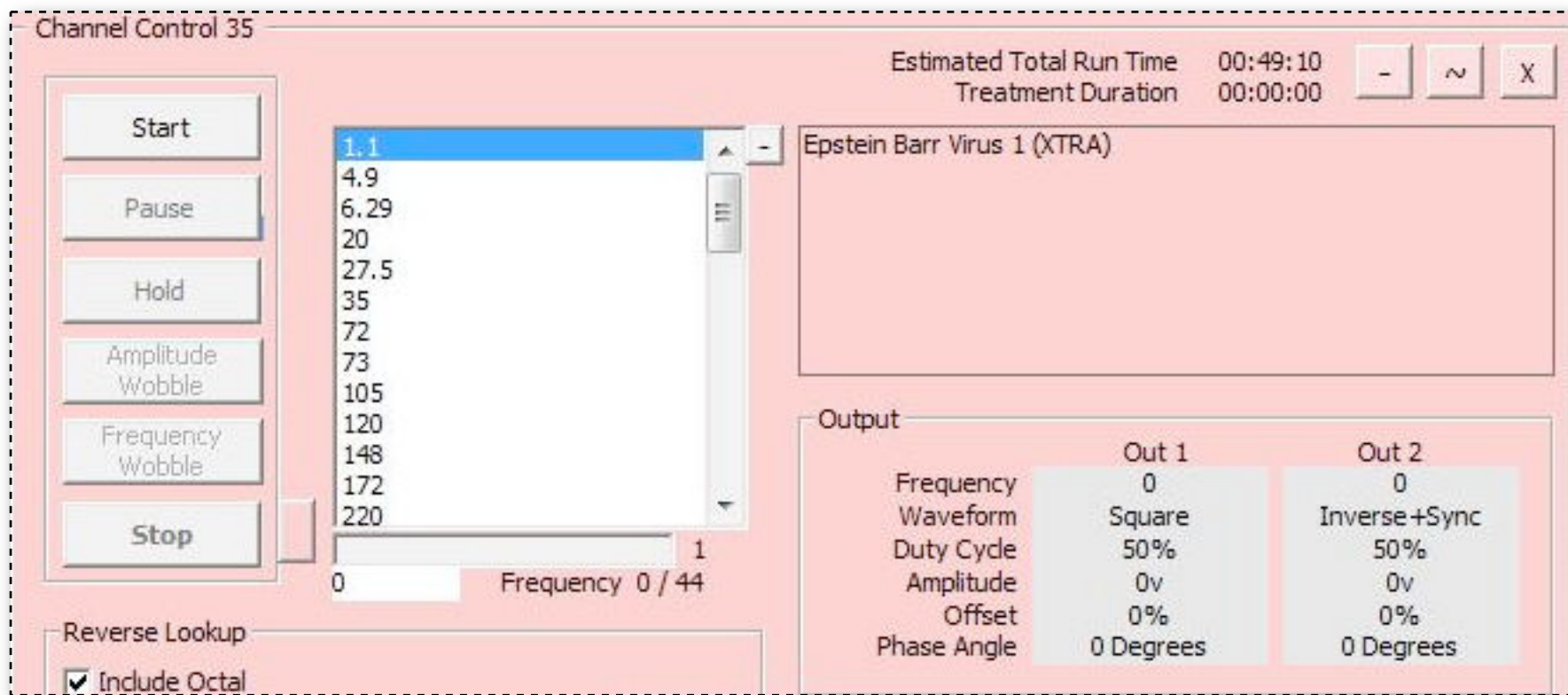
Once again, I'm using Remote Mode for convenience, and I've loaded all its recommended settings – 1 for **Repeat Each Set**, 0 for **Repeat Program**, and a value of .33 for **Dwell Multiplier**.

I want all the power I can get for this virus, so I'm using one of John White's favoured kill settings here (a better one is shown later).

I also want to raise all the frequencies up into the KHz range to be closer to the original fundamentals, so I enter 64000 in the < field of the **Frequency Limits** pane.

Now is a good time to explain that each waveform in the list has its own row of controls. Those for the square wave we're using for these settings are shown in the red box.

So all my settings are now entered, and I've remembered to tick the **Allow Channel Overwrites** box, so I click the chosen **Channel's** button.

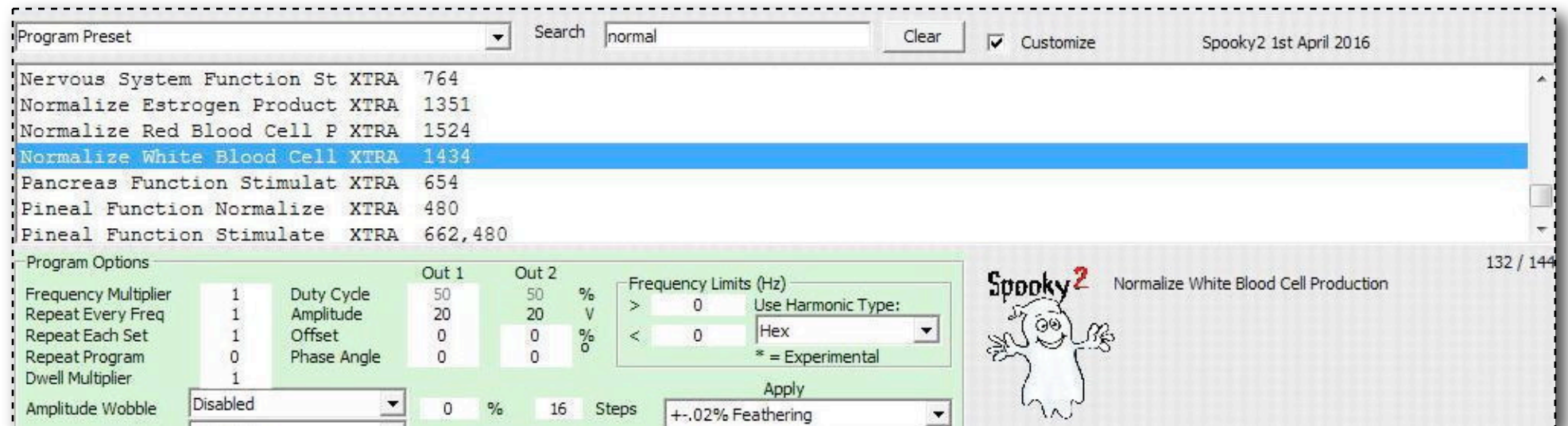


And here's my loaded **Channel Control** panel, waiting for me to click the **Start** button.

Next, we'll take a look at building a complex healing Program. Specifically, I want to normalise and stimulate a whole bunch of organs and systems in one go – normalise adrenal gland function, blood pressure and circulation, endocrine/glandular system, and lymphatic system.

I also want to stimulate and normalise my kidney and liver functions. Plus a couple of others thrown in for good measure. The important thing here is that I can use the same waveform to optimise all these tasks. If I added in some pathogen killing sets, I'd be more limited in my choices for settings and waveforms because what I do must work for both these different jobs.

To get started, I type “normal” into the **Search** box:



Spooky<sup>2</sup> returns 144 results for my search, and *Adrenal Function Normalize XTRA* is fifth in the list (please note that US spelling is used throughout the database – so it’s “normalize” instead of “normalise,” and “hemorrhage” and “edema” instead of “haemorrhage” and “oedema.”

By double clicking each one, I then add *Blood Pressure Normalize XTRA*, *Circulation Stimulate Normalized XTRA*, *Endocrine System Function Normalize XTRA*, *Glands General Normalize XTRA*, *Kidney Function Normalize Stimulate XTRA*, *Liver Function Stimulate & Normalize XTRA*, *Lymph Function Stimulate Normal XTRA*, plus a few others I think I might need.

Here, I need to point out something that’s important when searching: if I had typed “normalize” into the **Search** box instead of “normal,” my results wouldn’t have included *Lymph Function Stimulate Normal XTRA*.

So it pays to give some thought to what you type in order to search. In general, partial words often work better than complete ones – “stimulat” will find “stimulate,” “stimulatory,” and “stimulation.”



So now here's my **Selection** field, stuffed to the roof with sets – as you can tell by the appearance of a scroll-bar:

Channel 35 Channel Data

Program Preset

☐ Allow Channel Overwrites ☐ Every Time

Notes

Email

☐ Enable Emails ☐ Send Screenshot ☐ Send Error Log

Selected Programs

- Adrenal Function Normalize (XTRA)
- Blood Pressure Normalize (XTRA)
- Circulation Stimulate Normalized (XTRA)
- Endocrine System Function Normalize (XTRA)
- Glands General Normalize (XTRA)
- Kidney Function Normalize Stimulate (XTRA)

Email Message

Total Run Time 00:33:00

11

Send Email Save As

But I've loaded so many sets that I've lost count. Not to worry – Spooky<sup>2</sup> tells me that I have 11 sets loaded into this **Channel**. The **Set Count** is circled in red at the bottom right of the **Selection** field.

Note that the Program run time is still short even through there are 11 sets – it's 33 minutes, to be precise. This tells me that all the sets I've loaded are very short, with each containing just one frequency.

It's perfectly fine to stuff your Programs like this with very short sets – but it would be a big mistake to load, say, 10 sets each with an individual run time of 60 minutes. Why? Because in Remote Mode, each repeated frequency sets needs to be reasonably close in time to the last one, otherwise you're giving pathogens a chance to recover and/or mutate. If you loaded 10 one-hour sets, this would mean a break of nine hours between each set repetition. Not good. So please don't do it. Aim for an absolute *maximum* Program run time of about 3-4 hours or less. With Spooky<sup>2</sup>, more is not always better.

So now I have the sets in my super-Program for healing loaded, I need to enter the settings I want:

**Program Options**

Frequency Multiplier	1	Duty Cycle	50	50	%
Repeat Every Freq	1	Amplitude	20	20	V
Repeat Each Set	1	Offset	0	0	%
Repeat Program	0	Phase Angle	0	0	0
Dwell Multiplier	1				

**Frequency Limits (Hz)**

>	0	Use Harmonic Type:	Decade	<input checked="" type="checkbox"/>
<	0			

\* = Experimental

**Amplitude Wobble** Disabled 0 % 16 Steps

**Frequency Wobble** Disabled 0 % 16 Steps

**Amplitude Ramp** 0 Up Down

**Pause From** 08:01 pm to 08:01 pm

☐ Out 1 ☐ Out 2 4 Hz Gate

☐ Reduce Amplitude < 10 kHz

☐ Skip Concurrent Duplicate Freq

☐ Remove Duplicate Frequencies

☐ Autostart

**Out 1 = 0 X 1 + 0 Hz**

**Out 2 = (Out 1 X 1) + 0 Hz**

**Out 2 = (Out 1 X 1) Volts**

**Swap Waveform** 0 Seconds

☐ Swap Frequencies + Amplitudes for Out 1 and Out 2

Waveform	X	Spike Length Ratio	Spectrum %
1	1	0 2	0
1	1	0 2	0
1	1	0 2	
1	1	0 2	
1	1	0 2	
8	8	0 2	
8	8	0 2	
16	16	0 2	
16	16	0 2	
Colloidal Silver	1	0 2	0
Sine	1	0 2	0

**F2 = F1 X 1 Hz 0**

☐ Add F1 to F2

Originally, Dr. Royal Raymond Rife's waveform for killing was the damped sine, which can be extremely effective at very high frequencies.

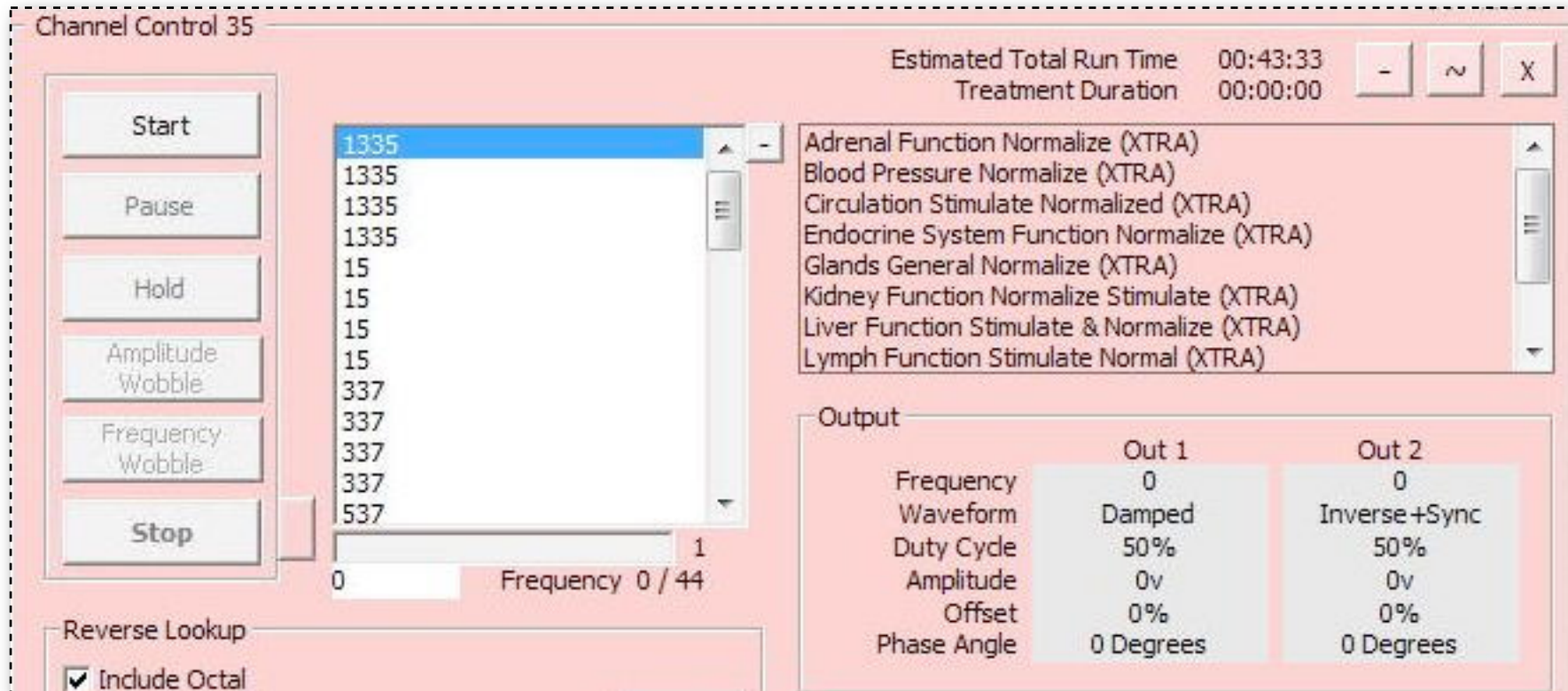
The vast majority of commercial Rife machines today can only transmit up to 1MHz. But Spooky2 can transmit up to 25MHz using its unique **Wave Cycle Multiplication** technology.

So even though my frequencies are all quite low, I've chosen the waveform Dr. Rife used to cure cancer – the damped sine. But note that square and plain sawtooth waves *can* also be used, and may actually be better for low frequencies.

There's one very important difference in these settings – **Dwell Multiplier** is 1 instead of .33. This is because organ/system support Programs use frequencies to *entrain* – not to kill. This requires adequate time, so we use the default dwell. Note that this applies to all healing Programs, including detox where possible.



Now that all my sets and settings are entered, and I've made sure that the all-important **Allow Channel Overwrites** box is ticked, I'm good to go. So I click my red **Channel** button, and my **Start** button awaits:



Personally, I actually like sitting down to work out the best settings for a Program I want to run – some of my decisions are based on science, some are intuitive, and others are in the time-honoured Rife tradition of “try it and see.”

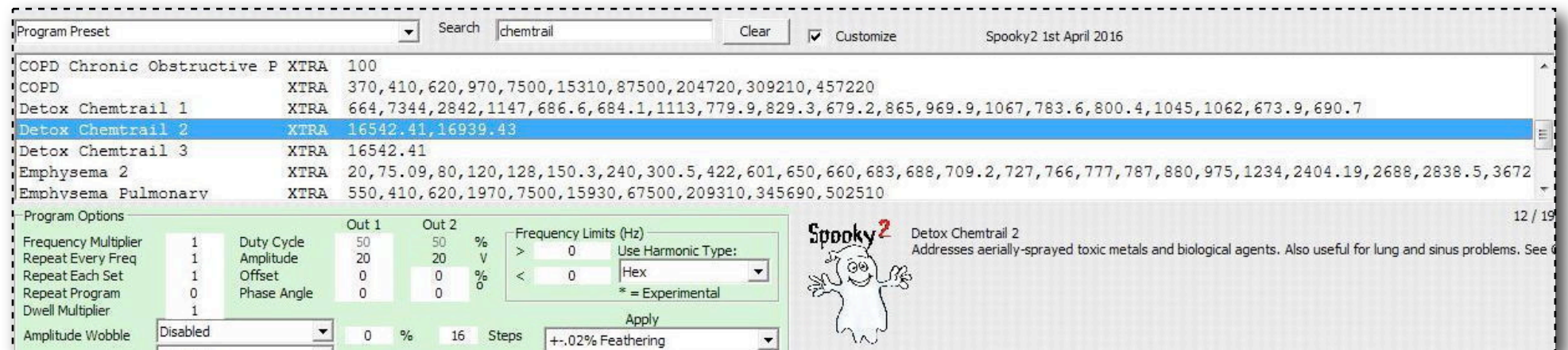
However, there are times when you come up with effective but complex settings which are tedious to enter (and can be hard to remember if you suffer with certain neurological symptoms). For this reason, and for people in a hurry, Spooky<sup>2</sup> offers a way to save a Program, with all its sets and settings, so you can store and recall it instantly. We call this a Preset Program, and there's no limit to the number of Presets you can save and store – as long as you're prepared to scroll through the resultant menu!

So let's clarify our terminology at this point: a Frequency Set is a collection of individual frequencies, a Program is a collection of individual Frequency Sets, and a Preset is a Program together with all of its desired settings.

Let's say I've noticed a lot of aerosol spraying by high altitude jet aircraft – or chemtrailing – going on in my area, and I've found, like many, that it seems to be affecting my breathing.

It's a good idea for me to assemble a Preset with frequency sets that will help take care of this so I can just look out the window at the sky, and load it up if they're spraying us again.

So first, we'll assemble all our frequency sets, and I start by typing "chemtrail" into the **Search** box:



I get 19 results. I choose *Detox Chemtrail 2 XTRA* because it contains two high frequencies (which penetrate lung cells and alveoli more effectively than low frequencies). I double click it to load it.

I also pick *Lung General CAFL*, *Breathing Deep CAFL*, and *Breathing Difficulty (Dyspnea) XTRA*, and double click each in turn.

This gives me a nice short Program just over 40 minutes long whose sets will repeat more often in a given time, and thus will be more effective.

Now I have the Program I want to save as a Preset. So I tick the **Allow Channel Overwrites** box, then give a descriptive name to my Preset so I can find it again. I type “DB Lungs” into the **Preset Program** field, then move on to its settings:

**Program Options**

Frequency Multiplier	1	Duty Cycle	50	50	%
Repeat Every Freq	1	Amplitude	20	20	V
Repeat Each Set	1	Offset	0	0	%
Repeat Program	0	Phase Angle	0	0	°
Dwell Multiplier	1				

**Frequency Limits (Hz)**

>	0	Use Harmonic Type:	Decade
<	0		

**Amplitude Wobble**: Disabled

**Frequency Wobble**: Disabled

**Amplitude Ramp**: 0 Up Down

**Pause From**: 08:01 pm to 08:01 pm

**Output Settings**

Out 1	Out 2	4	Hz Gate
		10	kHz

**Waveform Selection**

Colloidal Silver	
Sine	

**Spike and Spectrum Table**

	Length	Ratio	Spectrum %
1	0	2	0
1	0	2	0
1	0	2	0
1	0	2	0
8	0	2	0
8	0	2	0
16	0	2	0
16	0	2	0
1	0	2	0
1	0	2	0

**Follow Out 1**: Spike+Sync Inverse+Sync

**Count**: 0

Because the sets in this Preset are essentially detoxing and supporting my lungs, not killing things, I want to use a powerful square wave derivative – and they don’t come any more powerful than the H-Bomb square.

I’ve added to that power by selecting **Inverse+Sync**. And because this is detox and support, I’ve also used the default dwell by entering 1 for the **Dwell Multiplier**.

But I could also have chosen a simple square wave with 100% positive **Offset**, a lower **Amplitude** of 9.5 volts, perhaps a **Duty Cycle** of 67% rather than 50% to increase the number of harmonics, then coupled it with **Inverse+Sync** as well.

And my Preset would probably be equally effective, or perhaps even better.

As always, the key to effective rifting is thoughtful experimentation to find the best way **FOR YOU**.



So now here's my Preset, ready to be saved together with all its settings:

Channel 35 Channel Data

DB Lungs +

☐ Allow Channel Overwrites ☐ Every Time

Notes  
Run for a few days after chemtrailing.

Email  
☐ Enable Emails ☐ Send Screenshot  
☐ Send Error Log

Selected Programs  
Detox Chemtrail 2 (XTRA)  
Lung General (CAFL)  
Breathing Deep (CAFL)  
Breathing Difficulty (Dyspnea) (XTRA)

Email Message

Total Run Time 00:30:00 4

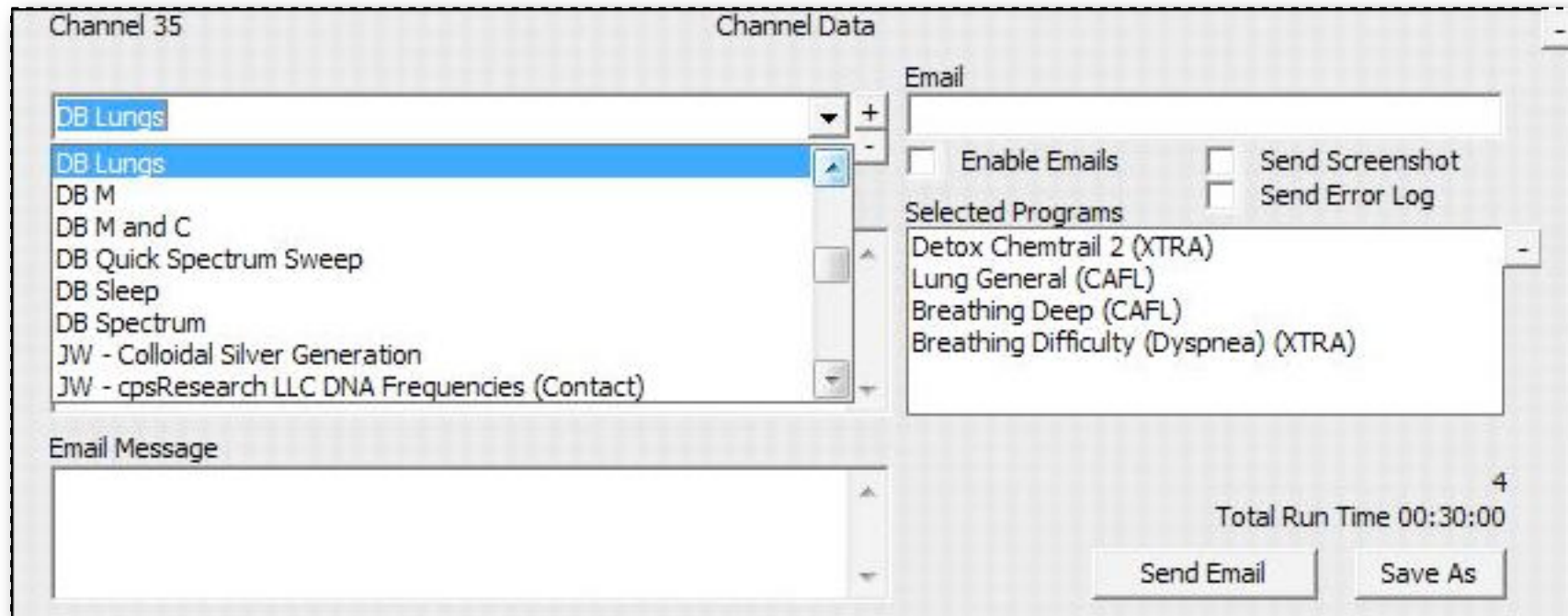
Send Email Save As

To save it, I click the + **Button** circled in red above. “DB Lungs” will now appear in the drop-down menu whose arrow is immediately to the left of that + **Button**. To see it, I must click and hold on that arrow. You’ll see this on the next page.

If I wanted to remove any Preset from this menu, I would first select it in the drop-down menu in order to load it, then I would click on the – **Button** immediately beneath the + **Button**. The Preset will disappear from the menu and from the **Preset** field, and its sets will be deleted (from the **Selection** field – not the database). But its settings will remain.

**CLINICIANS:** this feature can also be used to track Subject treatments. Simply enter the Subject’s name instead of a Preset name. You may also enter your private clinical notes, the Subject’s email address, and a message that Spooky<sup>2</sup> can send whenever you start or change the Program. Please note that a POP email program like Outlook or Windows Mail is required – this doesn’t work for IMAP accounts (email accessed using an internet browser) unless your POP email client is set up for IMAP.

Now, here's what my drop-down menu looks like *after* I've saved "DB Lungs":



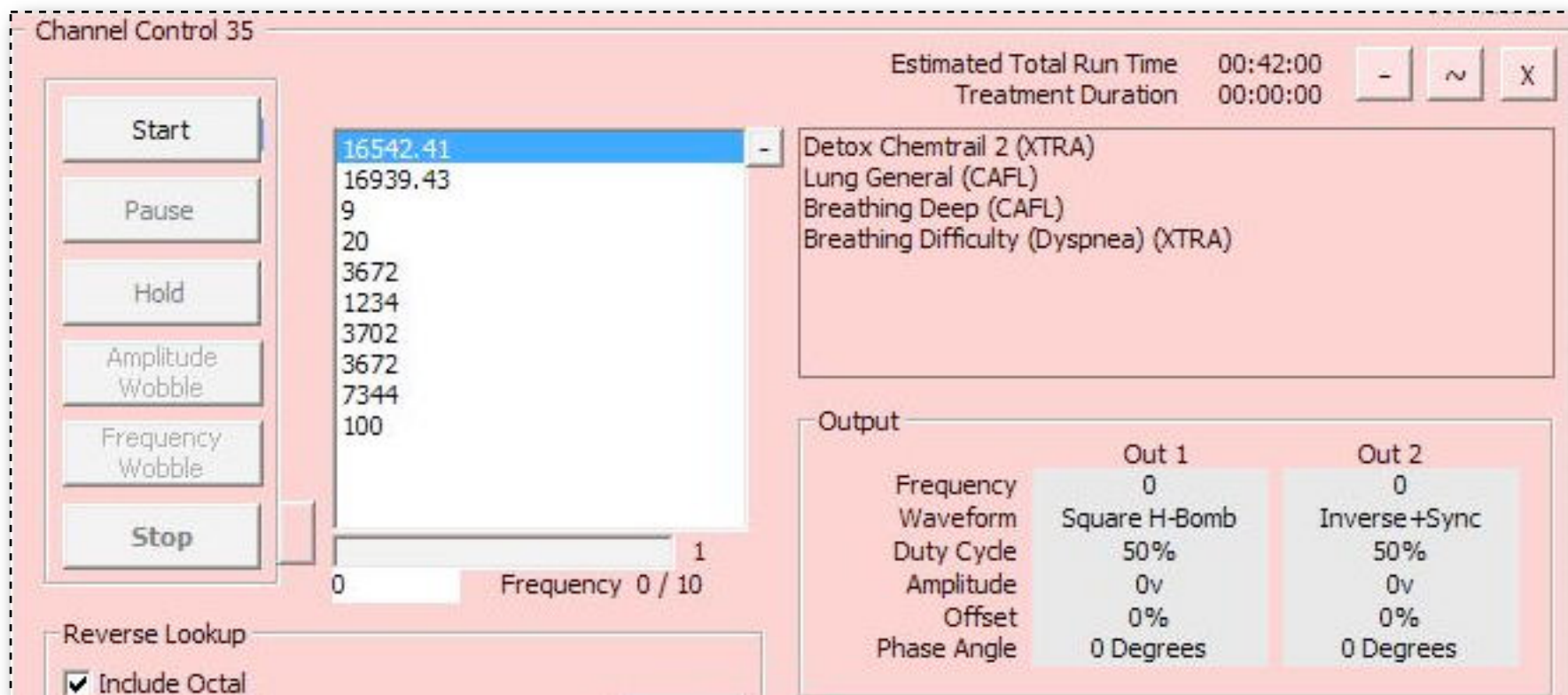
To load a Preset from this menu, I simply select it.

This loads its frequency sets into the **Selection** field.

To run the Preset, I must ensure that the **Allow Channel Overwrites** box is ticked *before* I click the button for whichever **Channel** I wish to run it on..

And here's my Preset loaded into the **Channel Control** panel and ready to start:





So I click **Start**. And I can breathe easier...

**Note:** when you install Spooky<sup>2</sup>, you will find “JW” Presets in the menu. Two contain John White’s recommended settings for killing pathogens and two are for healing/detox. Another is optimised for Char Boehm’s affordable DNA frequencies (found [here](#)). Latest additions are recommended settings for Spooky Central, PEMF (Papimi waveform), and Colloidal Silver Generation. Many function as a “shell” into which you can load your own choice of frequency sets from the **Conditions List**.

Now that you know how to build and run Programs and Presets, here are some recommended settings for killing pathogens, for detoxing and healing, and for Spooky<sup>2</sup>’s Spectrum sweeps:



John recommends 1 as your Dwell Multiplier. However, I've had good results using .33, cutting **Total Run Times** to one-third. Try both, and stick with what *works best for you*.

Two versions are installed with Spooky<sup>2</sup> as Presets in your **Presets** menu – one for Contact Mode, and one for Remote Mode. These settings are most effective when a Spooky Boost 2.0 or Spooky Boost cable is connected to the generator's two OUTs.

**IMPORTANT:** run *Detox 4 Toxins Throughout the Body CAFL* at the same time on another generator, or immediately after on the same one.



## JW – Healing

These are John White's recommended settings for healing and for detoxification.

John recommends using 1 as your Dwell Multiplier. However, I've had good results using .33, cutting **Total Run Times** to one-third. I've also had success substituting a plain sawtooth or a H-Bomb square. Try all these alternatives, and stick with what *works best for you*.

Two versions are installed with Spooky<sup>2</sup> as Presets in your **Presets** menu – one for Contact Mode, and one for Remote Mode.

These settings are most effective when a Spooky Boost 2.0 or Spooky Boost cable is connected to the generator's two OUTs.

The screenshot displays the Spooky2 software interface with the following settings:

- Program Options:**
  - Frequency Multiplier: 1
  - Repeat Every Freq: 1
  - Repeat Each Set: 1
  - Repeat Program: 0
  - Dwell Multiplier: 1
  - Amplitude Wobble: Disabled
  - Frequency Wobble: Disabled
  - Amplitude Ramp: 0
  - Pause From: 08:01 pm to 08:01 pm
  - Out 1: ☐ Out 2: ☐ 4 Hz Gate
  - Reduce Amplitude < 10 kHz
  - Skip Concurrent Duplicate Freq
  - Remove Duplicate Frequencies
  - Autostart
- Out 1 and Out 2 Settings:**
  - Out 1: 50, 50, 0, 0
  - Out 2: 50, 50, 0, 0
  - Frequency Limits (Hz): > 0, < 0
  - Use Harmonic Type: Octal
  - \* = Experimental
  - Apply
  - Frequencies Directly
  - Do NOT sort frequencies
- Waveform and Spectrum Settings:**
  - Out 1 = 0 X 0 Hz
  - Out 2 = (Out 1 X 1) + 0 Hz
  - Out 2 = (Out 1 X 1) Volts
  - Swap Waveform: 0 Seconds
  - Swap Frequencies + Amplitudes for Out 1 and Out 2
  - Waveform: Colloidal Silver, Sine
  - Follow Out 1
  - Spike+Sync
  - Inverse+Sync
  - Spike Length Ratio: 1, 0, 2
  - Spectrum: 0, 0
- Bottom Section:**
  - F2 = F1 X 1 Hz 0
  - Add F1 to F2

Program Options

Frequency Multiplier	1	Duty Cycle	93	93	%
Repeat Every Freq	1	Amplitude	4	4	V
Repeat Each Set	1	Offset	100	-100	%
Repeat Program	0	Phase Angle	0	0	°
Dwell Multiplier	.35				

Out 1 Out 2

Frequency Limits (Hz)

> 0 Use Harmonic Type: Octal

< 0

\* = Experimental

Apply

Amplitude Wobble Disabled 0 % 16 Steps

Frequency Wobble Disabled 0 % 16 Steps

Amplitude Ramp 0 Up Down

Pause From 08:01 pm to 08:01 pm

Out 1 Out 2 4 Hz Gate

Reduce Amplitude < 10 kHz

Skip Concurrent Duplicate Freq

Remove Duplicate Frequencies

Autostart

Out 1 = 0 X 0 + 0 Hz

Out 2 = (Out 1 X 1) + 0 Hz

Out 2 = (Out 1 X 1) Volts

Swap Waveform 0 Seconds

Swap Frequencies + Amplitudes for Out 1 and Out 2

	Waveform	X	Spike Length	Ratio	Spectrum %
1		1	0	2	0
2		1	0	2	0
3		1	0	2	
4		1	0	2	
5		1	0	2	
6		8	0	2	
7		8	0	2	
8		16	0	2	
9		16	0	2	
10	Colloidal Silver	1	0	2	0
11	Sine	1	0	2	0

F2 = F1 X 1 Hz 0

Add F1 to F2

Follow Out 1

Spike+Sync

Inverse+Sync

+ Spike

- Spike

Count 0

## DH – Killing/Healing

These are David Halliday's recommended settings. They can be used with any frequency set for all purposes – killing, healing, and detox.

When killing, you may wish to try entering 64000 in the < field of the **Frequency Limits** pane. This will raise all low sub-harmonics into the more effective KHz range.

These settings are designed for Remote Mode, and are most effective when a Spooky Boost 2.0 or Spooky Boost cable is connected to the generator's two OUTs.

**IMPORTANT:** if you use these for killing organisms, run *Detox 4 Toxins Throughout the Body CAFL* at the same time on another generator, or immediately after on the same one.



## Spooky Spectrum Sweep

These are the settings for a dual-output Program using the *Spooky Spectrum Sweep CUST* set.

Best used when a Spooky Boost 2.0 or Spooky Boost cable is attached to the generator's two OUTs with one Spooky Remote. They will also work when two Spooky Remotes are connected.

With one Spooky Remote Direct Connected to OUT 1, you will lose the fine-grained second sweep from OUT 2, but the main sweep will still transmit.

**Dwell Multiplier** must be set to 1 for the sweep to work correctly.

**IMPORTANT:** run *Detox 4 Toxins Throughout the Body CAFL* at the same time on another generator, or immediately after on the same one. Also eat fermented foods.

Program Options

Frequency Multiplier	1	Duty Cycle	50	50	%
Repeat Every Freq	1	Amplitude	20	20	V
Repeat Each Set	1	Offset	0	0	%
Repeat Program	0	Phase Angle	0	0	°
Dwell Multiplier	1				

Out 1 Out 2

Frequency Limits (Hz)

> 0 Use Harmonic Type: Hex

< 0

\* = Experimental

Apply

Amplitude Wobble Disabled 0 % 16 Steps

Frequency Wobble Disabled 0 % 16 Steps

Amplitude Ramp 0 Up Down

Pause From 08:01 pm to 08:01 pm

Out 1 Out 2 4 Hz Gate

Reduce Amplitude < 10 kHz

Skip Concurrent Duplicate Freq

Remove Duplicate Frequencies

Autostart

Out 1 = 0 X 0 + 0 Hz

Out 2 = (Out 1 X .25 ) + 0 Hz

Out 2 = (Out 1 X 1 ) Volts

Swap Waveform 0 Seconds

Swap Frequencies + Amplitudes for Out 1 and Out 2

	Waveform	X	Spike Length Ratio	Spectrum %	
1	96	0	2	100	
2	1	0	2	0	
3	1	0	2		
4	1	0	2		
5	1	0	2		
6	8	0	2		
7	8	0	2		
8	16	0	2		
9	16	0	2		
10	Colloidal Silver	1	0	2	0
11	Sine	1	0	2	0

Follow Out 1

Spike+Sync

Inverse+Sync

+ Spike

- Spike

Count 0

F2 = F1 X 1 Hz 0

Add F1 to F2

## Spooky Converge Sweep

These are the settings for a dual-output Program using the *Spooky Converge Sweep CUST* set.

Best used when a Spooky Boost 2.0 or a Spooky Boost cable is attached to the two OUTs with one Spooky Remote, but will also work when two Spooky Remotes are Direct Connected to Out 1 and Out 2.

With one Spooky Remote Direct Connected to OUT 1, you will lose the reversed second sweep from OUT 2, but the main sweep will still transmit.

**Dwell Multiplier** must be set to 1 for the sweep to work correctly.

**IMPORTANT:** run *Detox 4 Toxins Throughout the Body CAFL* at the same time on another generator, or immediately after on the same one. Also eat fermented foods.

Program Options

Frequency Multiplier	1	Duty Cycle	50	50	%
Repeat Every Freq	1	Amplitude	20	20	V
Repeat Each Set	1	Offset	0	0	%
Repeat Program	0	Phase Angle	0	0	°
Dwell Multiplier	1				

Out 1 Out 2

Frequency Limits (Hz)

> 0 Use Harmonic Type: Hex

< 0

\* = Experimental

Apply

Amplitude Wobble Disabled 0 % 16 Steps

Frequency Wobble Disabled 0 % 16 Steps

Amplitude Ramp 0 Up Down

Pause From 08:01 pm to 08:01 pm

Out 1 Out 2 4 Hz Gate

Reduce Amplitude < 10 kHz

Skip Concurrent Duplicate Freq

Remove Duplicate Frequencies

Autostart

Out 1 = 0 X 0 + 0 Hz

Out 2 = (Out 1 X -1) + 3258125 Hz

Out 2 = (Out 1 X 1) Volts

Swap Waveform 0 Seconds

Swap Frequencies + Amplitudes for Out 1 and Out 2

	Waveform	X	Spike Length Ratio	Spectrum %	
1	96	0	2	100	
2	1	0	2	0	
3	1	0	2		
4	1	0	2		
5	1	0	2		
6	8	0	2		
7	8	0	2		
8	16	0	2		
9	16	0	2		
10	Colloidal Silver	1	0	2	0
11	Sine	1	0	2	0

Follow Out 1

Spike+Sync

Inverse+Sync

+ Spike

- Spike

Count 0

F2 = F1 X 1 Hz 0

Add F1 to F2



## Morgellons Slime Moulds Converge Sweep

Here's a dual-output Program using the *Morgellons Slime Mould Sweep CUST* set.

Best used when a Spooky Boost 2.0 or Spooky Boost cable is attached to the two OUTs with one Spooky Remote – also works when two Remotes are Direct Connected.

With one Spooky Remote Direct Connected to OUT 1, you will lose the reversed second sweep from OUT 2, but the main sweep will still transmit.

The **Dwell Multiplier** must be set to 1 for the sweep to work correctly.

This is an example of what you can do when you know the frequency range for any organism species.

The screenshot displays the software interface for the Morgellons Slime Mould Sweep. It includes several sections:

- Program Options:**
  - Frequency Multiplier: 1
  - Repeat Every Freq: 1
  - Repeat Each Set: 1
  - Repeat Program: 0
  - Dwell Multiplier: 1
  - Amplitude Wobble: Disabled
  - Frequency Wobble: Disabled
  - Amplitude Ramp: 0
  - Pause From: 08:01 pm to 08:01 pm
  - Out 1: 50, 20, 0, 0
  - Out 2: 50, 20, 0, 0
  - Frequency Limits (Hz): > 0, < 0
  - Use Harmonic Type: Hex
  - \* = Experimental
  - Apply
  - Frequencies Directly
  - Do NOT sort frequencies
- Waveform Section:**
  - Out 1 = 0 X 0 + 0 Hz
  - Out 2 = (Out 1 X -1) + 292000 Hz
  - Out 2 = (Out 1 X 1) Volts
  - Swap Waveform: 0 Seconds
  - Swap Frequencies + Amplitudes for Out 1 and Out 2
- Waveform Display:**
  - Two waveforms are shown: a red one for Out 1 and a blue one for Out 2.
  - Below the waveforms are two graphs: a spectrum graph and a time-domain graph.
- Frequency and Amplitude Settings:**
  - Out 1: 4 Hz Gate
  - Reduce Amplitude < 10 kHz
  - Skip Concurrent Duplicate Freq
  - Remove Duplicate Frequencies
  - Autostart
  - F2 = F1 X 1 Hz 0
  - Add F1 to F2
- Waveform Selection:**
  - Colloidal Silver
  - Sine
  - Follow Out 1
  - Spike+Sync
  - Inverse+Sync
- Table:**

	Waveform	X	Spike Length	Ratio	Spectrum %
		96	0	2	44.521
		1	0	2	0
		1	0	2	
		1	0	2	
		1	0	2	
		8	0	2	
		8	0	2	
		16	0	2	
		16	0	2	
		1	0	2	0
		1	0	2	0
- Count:**
  - + Spike
  - Spike
  - Count: 0

## Remote & Contact modes

The vast majority of Spooky<sup>2</sup> users will spend their time using Remote and Contact Modes. Although these two ways of working may seem worlds apart, in reality there are only a few important operational differences between them.

Here's a table that summarises those differences:

Differences	Remote Mode	Contact Mode
Transmission	Wireless delivery: Spooky Remote via DNA/scalar energy.	Wired delivery: Spooky Hand Cylinders/electrodes via DC electricity.
Treatment Durations	Takes more time: usually 1-3 minutes per frequency repeated up to 20 times a day, or even non-stop.	Takes less time: usually three minutes per frequency repeated once or twice a day.
Radio-band Carriers	Carrier not required – frequencies are received by every cell that contains DNA. But use of a <i>dynamic</i> carrier will add therapeutic effect.	Carrier may be required for deep body penetration. Static or dynamic carriers are possible, with dynamic strongly recommended for added therapeutic effect.
Spectrum Sweeps	Currently, Spectrum sweeps are specifically engineered to be used in Remote Mode only.	Currently, Spectrum sweeps are not effective in Contact Mode because of their voltage requirements.
Inverse+Sync	Doubles the power of Remote Mode by inverting Out 2's waveform and adding its harmonic content to Out 1.	Quadruples the power of Contact Mode by inverting Out 2's waveform, doubling its voltage potential, and adding it to Out 1 (doubling the voltage of a signal squares its power).

As you can see, Remote Mode looks extremely attractive for those who lead busy lives. And there is also the problem that the very powerful and effective Spectrum sweeps are not yet practicable in Contact Mode.

However, there are considerable benefits to be had from using both modes, and our recommendation is to **do one Contact session on the main problem every day, then switch the generator over to Remote Mode**. So you get the best of both worlds.



This section deals with using Spooky<sup>2</sup> in either mode – or both. Usually, the only software settings that need to be changed for each mode are **Repeat Program**, **Dwell Multiplier**, **Amplitude**, and the **Reduce Amplitude** checkbox.

The wonderful thing about remote treatment is that it allows you to come and go as you please, and to lead a normal daily life. You're not spending hours out of each day connected by electrode cables to the generator, nor are you required to stay within about 10cm of a plasma tube (although certain serious illnesses will require some daily contact or plasma sessions).

In fact, you can even go abroad, as some users have done, and remotely control Spooky<sup>2</sup> from a laptop, an iPad/iPhone, or an Android tablet/smartphone using a free-for-personal-use program called [TeamViewer](#).

So you can see it makes sense to use a Spooky Remote, particularly as they're so inexpensive.

As you'll find out, it's even possible to connect two Remotes to a generator, or to the Out 1 and Out 2 sockets on a Spooky Boost 2.0. However, we don't recommend connecting two Remotes to its BN and MN sockets. And don't connect a BN and an MN directly to the generator or its pass-through connections on a Spooky Boost 2.0 either. The Remotes' opposing field polarities mean that the signals will likely cancel each other out.

It's not a good idea either to connect two different transmission devices to a Spooky Boost 2.0 at the same time, like a Remote and pair of electrodes. This is because every connection uses up power.

For everyday use with one Spooky Remote and a set of Spooky Tube electrodes, here are the **Out 2** settings to enter:

Type **1** in both **Factor** (x) fields, and **0** in the **Constant** (+) field.

You can also choose to copy your **Gate** settings (if any) from one output to the other.

There's another setting to make at the bottom of the window:

<input checked="" type="radio"/>	Follow Out1
<input type="radio"/>	Spike+Sync
<input type="radio"/>	Inverse+Sync

Since they're in the **2 Column**, these controls only affect Out 2, so you use them with a Spooky Boost or two Spooky Remotes. By its nature, Direct Connect to Out 1 means that Out 2 is not being used, so these controls do nothing in this case. With a Boost or dual Remotes, **Follow Out 1** makes Out 2 copy the waveform settings only from Out 1 to Out 2 – Out 2's frequencies are controlled by **Out 2**. With a Spooky Boost and **Follow Out 1** selected, you must alter **Out 2's** frequency **Factor** or **Constant** settings in some way, otherwise both signals will be identical, and cancel each other out. Select **Inverse+Sync** or **Spike+Sync** instead. Selecting a different wave for Out 2 deselects all options here since you can't sync two different waveforms.

Finally, when you're switching between Contact Mode and Remote Mode on one generator, don't forget to change these settings:

Program Options	
Frequency Multiplier	1
Repeat Every Freq	1
Repeat Each Set	1
Repeat Program	1
Dwell Multiplier	1

**A:** *Contact repeats, full dwell (necessary)*

Program Options	
Frequency Multiplier	1
Repeat Every Freq	1
Repeat Each Set	1
Repeat Program	0
Dwell Multiplier	.33

**B:** *Remote repeats endless loop, dwell cut to one third*

Program Options	
Frequency Multiplier	1
Repeat Every Freq	1
Repeat Each Set	1
Repeat Program	120
Dwell Multiplier	.33

**C:** *Remote repeats timed, dwell cut to one third*

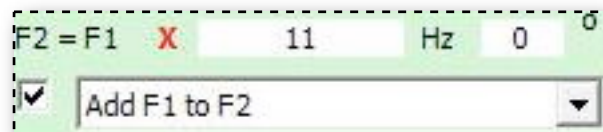
- A:** In Contact Mode, just one run through the Program is necessary (all **Repeats** are 1), but default **Dwell** should be used (1).
- B:** In Remote Mode, each set should be repeated once. You can run an *endless* loop by entering **0** for **Repeat Program**. You can safely reduce default dwell times to one-third by entering .33 as the value for **Dwell Multiplier**.
- C:** You can also choose to run a *timed* loop in Remote Mode. A value of 120 for **Repeat Program** delivers the equivalent of seven full contact treatments. But the dwell is cut to **.33**, so they're delivered one after another in a third of the time.

So if your Program takes 60 minutes in Contact Mode, using the settings in example **C** above would deliver seven in a row in two hours 20 minutes. It's tempting to consider going all-remote, but some of Spooky<sup>2</sup>'s goodies are best used in Contact Mode.

You can quadruple the power of Remote Mode by using a Spooky Boost 2.0. Connecting two Remotes directly to one generator combines harmonics to the second Remote, boosting effectiveness. However, even with one Remote, you can boost your treatment power very substantially indeed by using the Holland 11th Harmonic Effect, or by using extremely high frequencies.

### The Holland 11th Harmonic Effect (Remote/Contact):

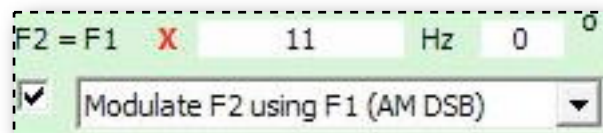
Dr. Anthony Holland demonstrated that when the 11th harmonic of any frequency is applied simultaneously, its results are dramatically improved. Our own research agrees. There are two different ways to achieve this. The first uses frequency addition:



Enter 11 in the Hz field. Check the box on the left and choose **Add F1 to**

**F2** from the menu. Spooky<sup>2</sup> shows the new additive wave in the **Waveform Display**.

But Spooky<sup>2</sup> can also be set up to use the higher harmonic as a variable carrier – a world-first. The carrier helps body penetration and also provides a powerful punch.



As before, enter 11 in the Hz field.

Check the box on the left and select

**Modulate F2 Using F1 (AM DSB)** from the menu. Spooky<sup>2</sup> shows the new modulated wave in the **Waveform Display**.

To create dynamic carriers using octal multipliers (64, 128,

256, etc.), always try to use a value that will transpose your frequencies up to at least 50,000Hz or higher.

Damped waves have built-in gating – this makes them much better at dealing with viruses, pathogens, and cancer cells.

For frequencies lower than about 1MHz (1,000,000Hz), a damped square wave format is best. This applies to most of the frequencies in Spooky<sup>2</sup>'s database.

Frequencies greater than about 1MHz are best used with the damped sinusoidal formats. This would include all the original Rife frequencies and some of Spooky<sup>2</sup>'s custom sets (CUST, XTRA).

**Contact Mode Note:** because this method allows you to use the Holland 11th Harmonic as a dynamic carrier frequency, it means that contact electrode treatments can be made much more effective, with deeper body penetration, without requiring a Spooky Boost 2.0.

### Using Very High Frequencies (Remote/Contact):

The Spooky<sup>2</sup>–5M generator has a top limit of 5MHz for arbitrary waves, which is what Spooky<sup>2</sup> creates. Using its **Wave Cycle Multiplier** technology, Spooky<sup>2</sup> can transcend

this hard limit radically. Here's how to transmit up to 25MHz with zero fall-off in power or waveform distortion:

1	2	Waveform	X	Spike Length	Ratio	Spectrum %	
<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	1	0	2	0
<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	1	0	2	0
<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	1	0	2	0
<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	1	0	2	0
<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	1	0	2	0
<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	8	0	2	0
<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	8	0	2	0
<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	16	0	2	0
<input type="radio"/>	<input type="radio"/>		<input type="checkbox"/>	16	0	2	0
<input type="radio"/>	<input type="radio"/>	AlphaStim Wave	<input type="checkbox"/>	1	0	2	0
<input type="radio"/>	<input type="radio"/>	AlphaStim Wave	<input type="checkbox"/>	1	0	2	0

Follow Out 1 ☐  
Spike+Sync ☒  
Inverse+Sync ☐

+ Spike ☒  
- Spike ☒  
Count 0

You can use any waveform in the top red box for **Out 1**, or their counterparts in the **Custom Menus** (bottom red box). Make your settings for **Out 2**. Now enter 5 into your chosen waveform's **Wave Cycle Multiplier X** field (in red above).

This tells Spooky2 to create 5 sub-waves inside a single wave cycle. Since the hard limit for all XMs is 5MHz, a value of 5

will multiply this up to a ceiling of 25MHz. Spooky2 will then upload the waveform to the generator and instruct it to run at 5MHz. But the output frequency will actually be what you specified, be transmitted at full power, and with perfect waveforms up to 25MHz.

Now you have to transpose your low frequencies to higher values. There's no need to get out a calculator or re-enter numbers to do this:

Frequency Multiplier

1

Just use Spooky2's **Frequency Multiplier** feature. This is normally set

to a default value of 1, but you can click in the field and set any value you wish.

However, you should examine the list of frequencies you're transmitting so you can determine the best multiplier to use. Aim to get your lowest frequency up into the MHz (millions of Hertz) range, or as close to 1MHz as possible.

Although you can actually go higher than 25MHz with this, note that towards the top end of your overdriven frequency range, power will attenuate as frequency increases, and the waveshapes will not be as accurately formed.

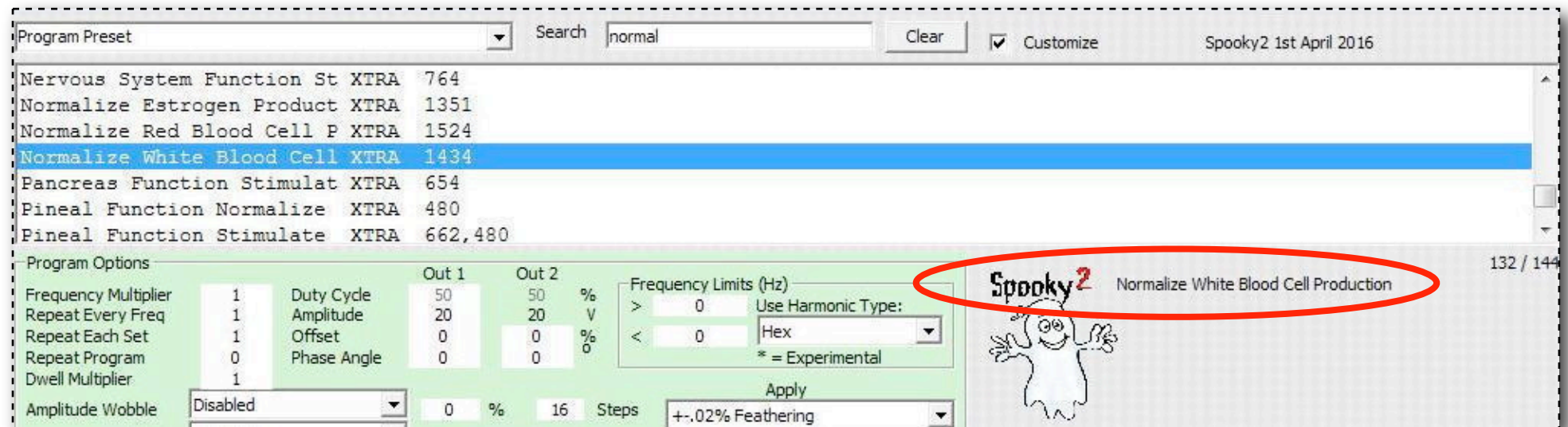
But Spooky2 makes it possible to use your Spooky2-XM generator to output accurate and powerful frequencies far beyond its hardware design limits.



## Spooky Boost 2.0 & Dual Remotes

The Spooky Boost 2.0 signal processor enables you to combine the output of **Out 1** and **Out 2** and transmit a composite signal via a single Spooky Remote, or electrodes. However, you can also use two Spooky Remotes. Each Remote needs its own DNA.

While every set in the treatment database can be made more powerful by adding a Spooky Boost 2.0 or a second Spooky Remote, some can actually have extra functionality added, and a few *require* one or the other to work optimally. You'll always find the setup information for these in their **Additional Notes**:



To see any set's **Additional Notes**, select it in the list. Its full name and notes (if any) will appear in the area ringed in **red**. So why would you ever want to use two Spooky Remotes instead of a Spooky Boost 2.0 with one? Here's one very good reason:

### Epidemics (Remote):

You can easily treat a whole family for the same condition with a single Spooky Remote. But you can treat a whole neighbourhood with two. Most people assume that when we talk about using fingernails, we mean that one person's DNA package should consist of multiple nails. Not true. You don't even need a full fingernail – a small segment of a nail will be just

fine. Personally, I cut each fingernail clipping into three or four small parts, and use one part per Remote. If you go smaller than this, so you can fit up to 50 nail segments into one Spooky Remote. Even the tiniest sliver of a fingernail will contain DNA.

So with two Remotes on one generator, you could treat up to 100 people at a time. All will receive exactly the same treatment and power as if there were only one being taken care of.

Load the set(s) you want and check all **Additional Notes** for extra settings information. Then make these settings:

Type **1** in both **Factor** fields, and **0** in the **Constant** field.

You can also choose to copy your **Gate** settings (if any) from one output to the other.

Then select **Follow Out 1** to copy the waveform and related settings, and you're ready for some prime Spooky<sup>2</sup> action.

This copies what's going through **Out 1** to **Out 2**, so the signals from both outputs are identical.

### Spooky Spectrum Sweep Dual-Output Turbo Boost (Remote):

This all-pathogen sweep in the database is already a very powerful weapon against viruses, bacteria, and parasites. In its default state, it can work fine with just one Spooky Remote.

But if you add a Spooky Boost 2.0 or a second Remote, you can make it output a complementary sweep that will completely saturate the frequency bandwidth occupied by viruses and bacteria with Mortal Oscillatory Rates (MORs), giving them no place to hide.

Load the Spooky Spectrum Sweep set, make settings as detailed in its **Additional Notes**, then enter the following:

Out 1 =	0	X	0	+	0	Hz
Out 2 = (Out 1	X	.25	)	+	0	Hz
Out 2 = (Out 1	X	1	)			Volts
Swap Waveform	0					Seconds
<input type="checkbox"/> Swap Frequencies + Amplitudes for Out 1 and Out 2						

Type **.25** and **0** in the frequency **Factor** and **Constant** fields (second line). This will divide all **Out 1**'s sweep frequencies by four and transmit the result.

So **Out 1**'s Spectrum sweep runs from 0Hz to 3.2 million Hertz, while **Out 2** adds a second Spectrum sweep from 0Hz to 800,000Hz – which is where most major pathogens live.

Type **1** in the Volts Factor field (third line). This copies **Out 1**'s amplitude settings to **Out 2**.

<input checked="" type="radio"/>	Follow Out1
<input type="radio"/>	Spike+Sync
<input type="radio"/>	Inverse+Sync

Again, select **Follow Out 1** to make **Out 2** transmit the same waveform and settings as **Out 1**.

Now you're ready to go hunting pathogens, both known and unknown.

### **Spooky Converge Sweep Dual-Output Turbo Boost (Remote):**

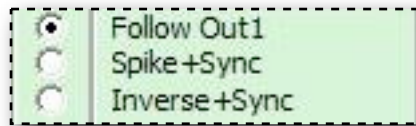
Running frequencies from low to high can have a different effect from running them high to low. Some targeted sets are designed to cripple pathogen components in a certain order for efficient devitalisation. Some are also designed to kill life cycle stages in a set order. This Program gives the best of both worlds by creating two sweeps – low to high, and high to low.

Both sweeps will converge on and pass through their mutual centre frequency, coming at organisms from both sides. To run the Spooky Converge Sweep, load the set, make the settings shown in the set's **Additional Notes**, then enter these also:

Out 1 =	0	X	0	+	0	Hz
Out 2 = (Out 1	X	-1	)	+	3258125	Hz
Out 2 = (Out 1	X	1	)			Volts
Swap Waveform	0					Seconds
<input type="checkbox"/> Swap Frequencies + Amplitudes for Out 1 and Out 2						

Type **-1** and **3258125** in the frequency **Factor** and **Constant** fields (top line). The negative **Factor** tells Spooky to sweep on **Out 2** in a negative direction (from high to low), and the **Constant** value tells it to start at 3,258,125Hz.

Type **1** in the voltage multiplier field (second line). This copies **Out 1's** amplitude settings to **Out 2**.



A screenshot of a control menu with three radio button options. The first option, 'Follow Out 1', is selected with a black dot. The other two options, 'Spike+Sync' and 'Inverse+Sync', are unselected.

Select **Follow Out 1** to make **Out 2** transmit the same waveform and related settings as **Out 1**.

Now you've got two Spooky Spectrum Sweeps running in opposite directions – both produced by one 5M generator.

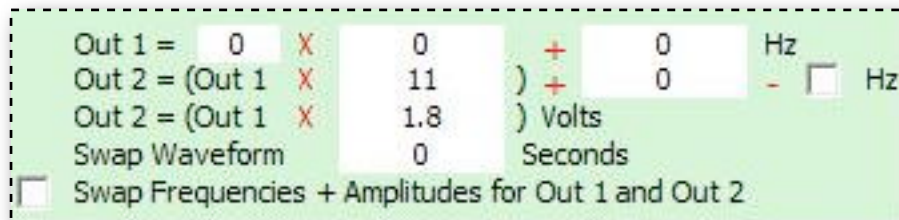
### **Harmonic Power (Remote/Contact):**

Frequencies are always more effective when they're augmented by a higher harmonic of themselves. Remember that every frequency can be transposed down into the human audio range and experienced as a musical pitch. So what you're doing by adding a harmonic is "playing a chord." In music, and in Rife, a chord is always more powerful than a single note/frequency.

Although harmonics can be calculated by repeatedly adding the fundamental – or original – frequency, it's easier to just use a factor. Some harmonics we've come across in Rife include the Holland 11th Harmonic (11 is the factor), the third harmonic (three is the factor), and the 64th harmonic (used in the *Parasites Ropeworm CUST* set).

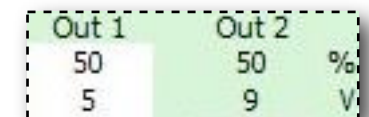
So to add a harmonic frequency on the second Spooky Remote, you simply enter your positive value in the second **Factor** field of the **Outs Controls**, and a value of **0** in the **Constant** field. The frequencies transmitted via **Out 1** will then be multiplied by your harmonic value and transmitted simultaneously via **Out 2**.

It's also possible to add a harmonic by "building it into" the fundamental frequency using the **F2 = F1** controls, then choosing an option from the menu below. But using a second Remote and the **Outs Controls** gives you something you can't get any other way – control over your harmonic's amplitude. Here, **Out 1** has an amplitude of 5 volts.



A screenshot of a control interface for 'Outs Controls'. It features several input fields and labels: 'Out 1 =' with a value of 0, 'Out 2 =' with a value of 11, 'Out 2 =' with a value of 1.8, 'Swap Waveform' with a value of 0, and a checkbox for 'Swap Frequencies + Amplitudes for Out 1 and Out 2'. There are also labels for 'Hz', 'Volts', and 'Seconds'.

Let's say you wish to add the Holland 11th Harmonic– but run it at 9 volts. Enter the settings on the left to get the results on the right (9/5=1.8).



Out 1	Out 2	
50	50	%
5	9	V



Out 1 = 0 X 0 + 0 Hz  
 Out 2 = (Out 1 X 11 ) + 0 - ☐ Hz  
 Out 2 = (Out 1 X .35 ) Volts  
 Swap Waveform 0 Seconds  
☐ Swap Frequencies + Amplitudes for Out 1 and Out 2

In this second example, **Out 1** amplitude is 20 volts. This time, you decide you want your Holland 11th Harmonic to run at 7 volts. Enter the settings on the left to get the results on the right (7/20=.35).

Out 1	Out 2	
50	50	%
20	7	V

### The Scoon Effect (Remote/Contact):

Aubrey Scoon was one of the UK pioneers of Rife therapy. The story, possibly apocryphal, is told that while experimenting with two machines transmitting what he believed was the same frequency, he found that the effects were greatly amplified – but was then astounded to discover that one of the machines had actually been transmitting a frequency that was .1Hz greater than the other. There are still people alive today who were part of that circle who claim it never happened, and that it was based on a conversational misunderstanding that became set in stone.

Nevertheless, there are some highly experienced researchers who swear by it, and use it constantly. Here's how to do it using both outputs in Spooky2:

Out 1 = 0 X 0 + 0 Hz  
 Out 2 = (Out 1 X 1 ) + .1 - ☐ Hz  
 Out 2 = (Out 1 X 1 ) Volts  
 Swap Waveform 0 Seconds  
☐ Swap Frequencies + Amplitudes for Out 1 and Out 2

Just enter a value of **1** in the second **Factor** field to copy **Out 1's** frequencies to **Out 2**, then enter **.1** in the **Constant** field. Simplicity itself.

If you wish, you can add extra punch if you choose to implement the Holland 11th Harmonic on the signal from **Out 1** by making the following extra settings in the **F2 = F1** pane:

F2 = F1 X 11 Hz 0  
☒ Add F1 to F2

Now you have two copies of a waveform that incorporates its own 11th harmonic, and one of them is .1Hz greater than the other. Plus, its voltage is controllable.

## Footplates & TENS pads

I've already shown you how to connect and use handheld electrodes in the sections headed "Spooky Tube electrodes" on page 12 and "Standard electrodes" on page 13. But there are other kinds of electrodes, too – footplates and TENS pads.



Footplates are electrodes which can be used in addition to, or instead of, handheld tubes. Some commercial Rife machines only have one set of connections, so they allow you to use tubes *or* footplates – but not both.

You can, of course, use an adaptor to physically connect both. But in this case, your output power will be shared between them.

With Spooky<sup>2</sup>, you can simply connect your tubes to **Out 1** and your footplates to **Out 2**, and you'll get up to 20 controllable volts from each.

Believe it or not, your skin is quite a good low-voltage insulator. This is why higher amplitudes are required for contact treatments – generally 14 to 20 volts. By adding footplates to your hand tubes, you can get greater body coverage without skin resistance attenuating the signal too much.

This is generally a good idea when dealing with systemic problems. And it's specifically indicated when you're treating the legs or lower trunk – colon or lower GI tract, gynaecological, and prostate problems, for example.

The footplates on the left came with a mid-range commercial machine, and they're full-sized, solid plates of stainless steel. The Nike tennis wristbands I use to ensure contact with my soles whenever I wish to use them while lying down.

The hand electrode at the top is for size comparison with the image on the following page:



This set of footplates came with a much more expensive setup, and I've included the same hand electrode in the photo at the same scale so you can see how much smaller they are – half as long and wide as the previous set. I've no idea what kind of metal they're made from, but when you pick one up by its connector, it will wobble and bend readily.

Proving that price is no guarantee of quality.

However, they serve to show how easy it would be to make these yourself – two decent-sized pieces of thin stainless steel, attach the alligator clips cable that came with your generator, and you have a serviceable set of footplates to connect to **Out 2**.

When you do use footplates, remember that the skin on the soles of your feet is much tougher – which means it's a better insulator. So it's a good idea

to place your footplates on a towel and wrap them in kitchen tissue dampened with tap or salted water to enhance conductivity. And although they're called "foot" plates, you can use them anywhere on your body.

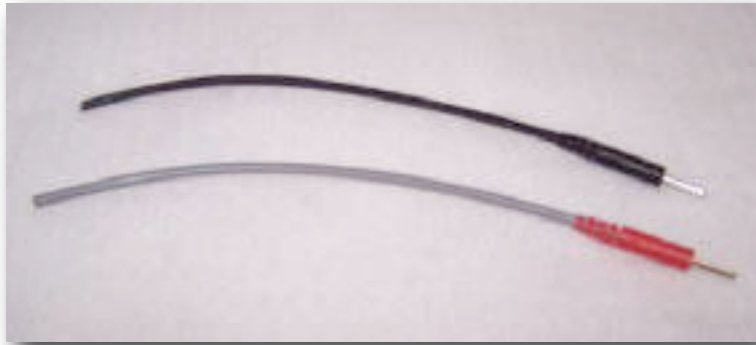
A more flexible alternative is a TENS pad (right). These are rubber sticky pad electrodes for Transcutaneous Electrical Nerve Stimulation units used in medicine for pain control.

They are available on the Spooky2 Mall site [here](#), along with a TENS cable. Pad placement should be on either side of the area to be treated. For an organ, front and back is best, so you transect it with energy through the body. Some TENS pads use snap-on electrical connections, and some use pin sockets (like those pictured right).

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For snap-on connectors, simply attach an alligator clip to each one (TENS pads should be used in pairs, like any other electrodes). For pads that use sockets, you can buy two of the TENS pins 6-inch cables pictured below [here](#).



Each pin is inserted into a pad socket, and the other end of each cable can be stripped of its insulation and connected to an alligator clip. The connections can then be wrapped with paper masking tape.

Or, if you can handle a screwdriver, you can quickly make up your own permanent cables using [TENS pins](#) and [banana plugs](#), both from [here](#).

Attach these to the ends of two suitable lengths of 12-gauge single-core wire from any electrical supplies store. Then connect it all up to your generator with [this](#) BNC-to-dual banana plug adaptor for a more durable, tidy, and professional setup (pictured below right).

For footplates and for TENS pads, here are the settings – which can also be used to connect two sets of hand electrodes to treat two subjects with the same condition, as you'll see in a moment:

Out 1 =	0	X	0	+	0	Hz
Out 2 = (Out 1	X	1	)	+	0	Hz
Out 2 = (Out 1	X	1	)	Volts		
Swap Waveform	0			Seconds		
<input type="checkbox"/> Swap Frequencies + Amplitudes for Out 1 and Out 2						

<input checked="" type="radio"/> Follow Out1
<input type="radio"/> Spike+Sync
<input type="radio"/> Inverse+Sync



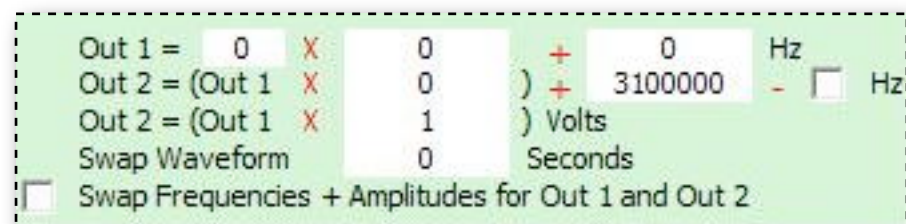


### Using a carrier wave (Contact):

Carrier waves allow frequencies to penetrate the body easier. However, they are not required for Remote Mode.

In Contact Mode, you can use almost any carrier frequency. We recommend using the Holland 11th Harmonic as your dynamic contact carrier since it will not only carry the encoded fundamental frequencies, but also act as a powerful additional “left hook” in itself.

Today’s most common static carrier waves are 3.1MHz and 3.3 MHz. We don’t recommend using static frequencies for this, but here’s how you’d create a 3.1MHz carrier:



Out 1 = 0 X 0 + 0 Hz  
Out 2 = (Out 1 X 0 ) + 3100000 - ☐ Hz  
Out 2 = (Out 1 X 1 ) Volts  
Swap Waveform 0 Seconds  
☐ Swap Frequencies + Amplitudes for Out 1 and Out 2

This will create your carrier on Out 2. Note that static carriers have no therapeutic effect – they’re used for transport only, and may be potentially counterproductive if used long-term.

You can enter any carrier frequency you like, and Out 2’s **Gate** is completely independent.

To create a dynamic carrier instead, enter your multiplier

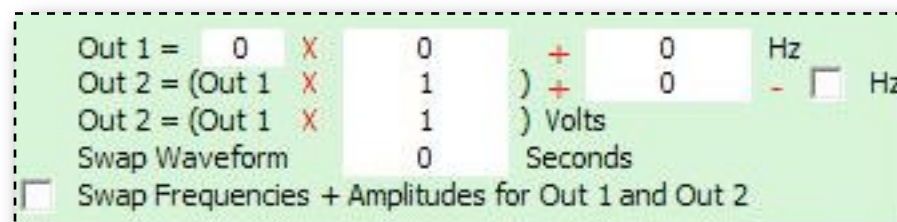
value (like 11 for the Holland 11th Harmonic) into the first field in the second line of the **Outs Controls (Factor)**, and 0 into the second field (**Constant**).

### Using electrodes with two subjects (Contact):

Spooky<sup>2</sup> allows two subjects with the same condition to receive frequencies using two pairs of contact electrodes. Here’s how:

Make all the settings you require for waveform, etc. Then click the **Follow Out 1** selector button at the bottom of the Waveform pane.

Now go to the **Outs Controls** and enter the following:



Out 1 = 0 X 0 + 0 Hz  
Out 2 = (Out 1 X 1 ) + 0 - ☐ Hz  
Out 2 = (Out 1 X 1 ) Volts  
Swap Waveform 0 Seconds  
☐ Swap Frequencies + Amplitudes for Out 1 and Out 2

You can also choose independent **Gate** settings, and even change the amplitude of Out 2 if you wish.

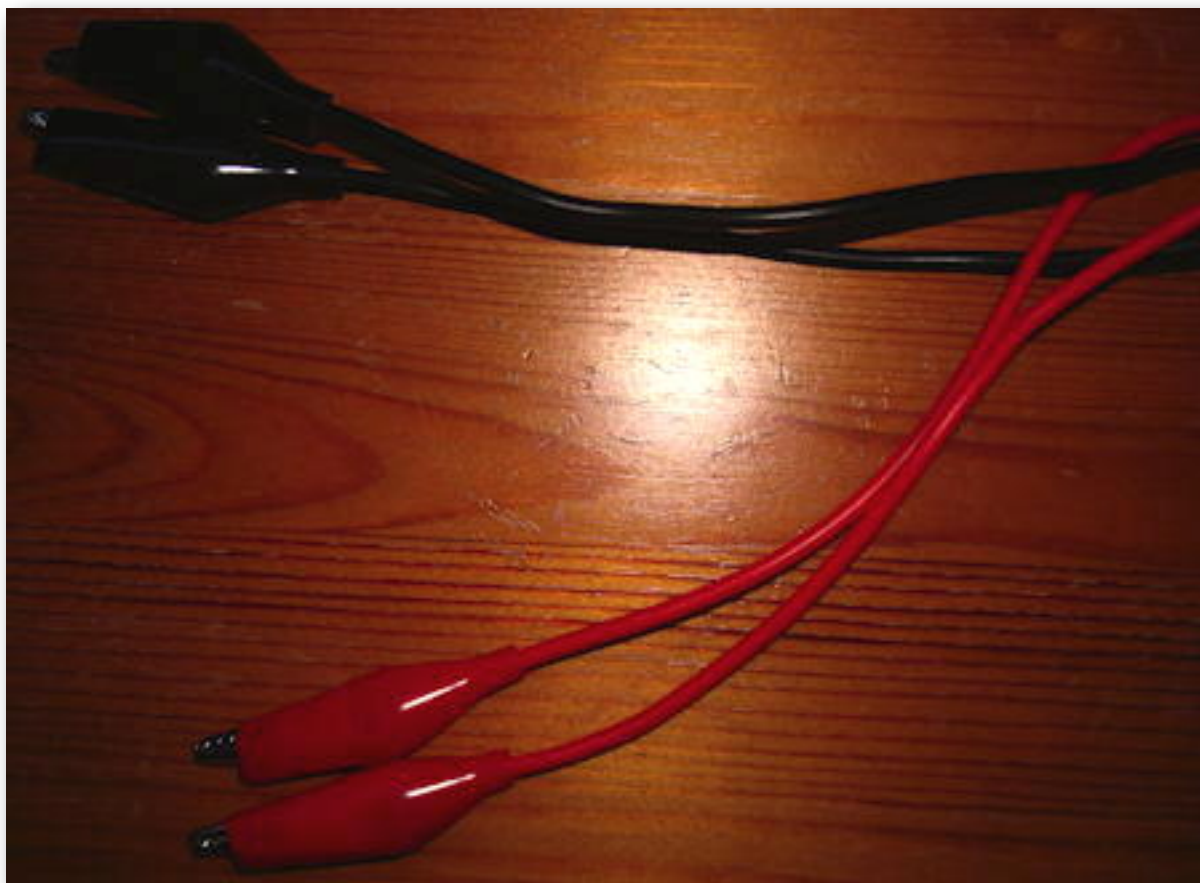
Connect one pair of electrodes to Out 1 of the generator, and another pair to Out 2.

Now both subjects will receive the same frequencies.

## Inverse+Sync

I've shown you how Spooky<sup>2</sup> provides a way to greatly increase the effectiveness of contact treatment by connecting footplates or TENS pads in addition to the handheld electrodes – thus putting both outputs to work. And of course connecting a Spooky Boost 2.0 also harnesses both outputs by optimally mixing their signals and sending the result to one Remote or set of electrodes.

But can you do this *without* a Spooky Boost 2.0? Yes, you can – if you have two BNC-to-alligator clips cables. Every 5M generator comes from the factory with one . If you have more than one generator, you can use a second cable.



You can also buy these at electronics stores, or make one yourself. By doing this, you can apply a constant amplitude of up to 20 volts in Contact Mode treatments (doubling the voltage *squares* its power).

So you get **FOUR** times the power, thanks to **Inverse+Sync**. Here's how:

Connect both cables to **Out 1** and **Out 2**. Now separate the **red** clips from the black ones – we won't be connecting the black clips, so you can wrap each one in paper masking tape.

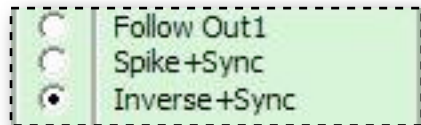
Now connect one **red** clip to a Spooky Tube electrode, and do the same for the other **red** clip – each **red** clip should be attached to an electrode. By connecting in this way, you're about to enable a true bipolar signal, which give an **additional** fourfold increase in power.

Now, depending on when you bought your XM generator, you may have one simple extra step to complete. Models sold from about two weeks after the range was launched will automatically synchronise both their outputs when you select **Inverse+Sync** or **Spike+Sync** in Spooky<sup>2</sup>. So if you bought yours after that time, you can skip this step. See [here](#) for help with identification.

If you were an early adopter, simply enter the following key sequence on the generator's front panel:

**CH2 - F5 - F5 - Sync - T.F.**

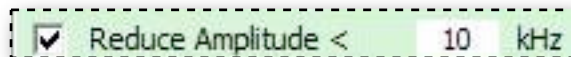
**NB:** after you've finished your **Inverse+Sync** session, you must enter the exact same key sequence again to desynchronise the outputs and return the generator to normal use. Later models automatically desynchronise when you reselect **Follow Out 1**.



Now select **Inverse+Sync**.

Load your Program.

**But before you click the Start button, please make sure you CHECK THIS BOX in the Program Options pane:**



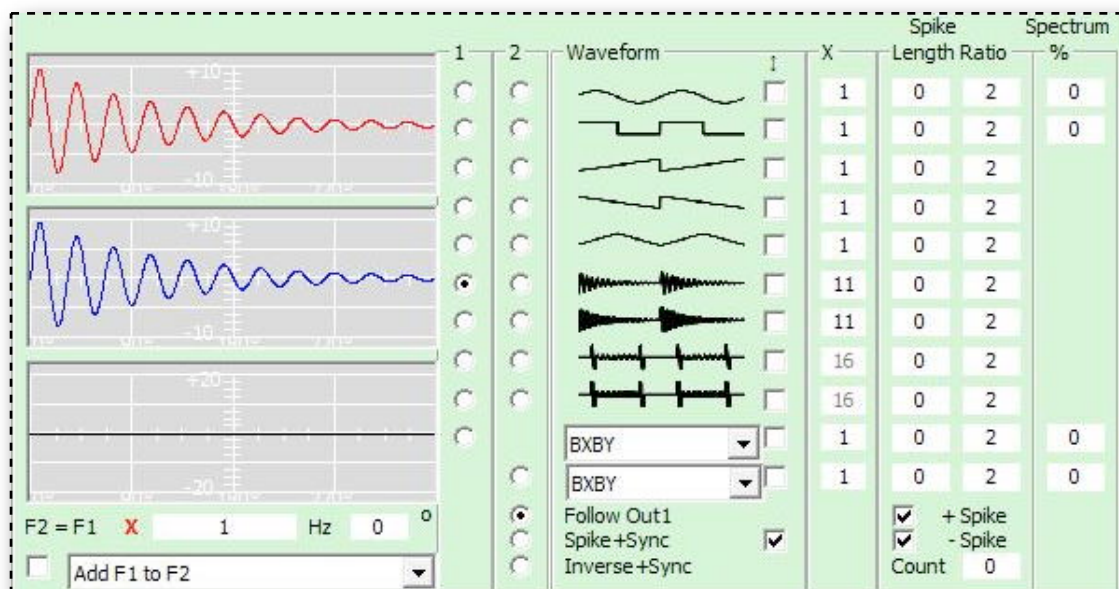
If you don't, and there's a low frequency somewhere in your Program, you're going to have a very close encounter with your ceiling, because at this amplitude, low frequencies are going to bite hard enough to make you jump like a steeplechaser! So you can imagine what this kind of power is going to do to pathogens. For killing, this can also be prevented by using the JW-Killing Preset.

**NB:** for standard electrodes, use a second BNC-to-dual-banana adapter on Out 2, and connect both electrodes to the **red** sockets.

**Inverse+Sync** makes an amplifier unnecessary for all but the most serious problems. But there's more – isn't there always with Spooky<sup>2</sup>? Because the implementation of **Inverse+Sync** also enabled something very special indeed. Originally, I called it “The Chainsaw Wave” (thanks to my writer's flair for the dramatic). I've calmed down a bit since, so I can discuss it sensibly now.

Up to this, we've only mentioned using **Inverse+Sync** in Contact Mode. But note that this can be used in Remote Mode, too.

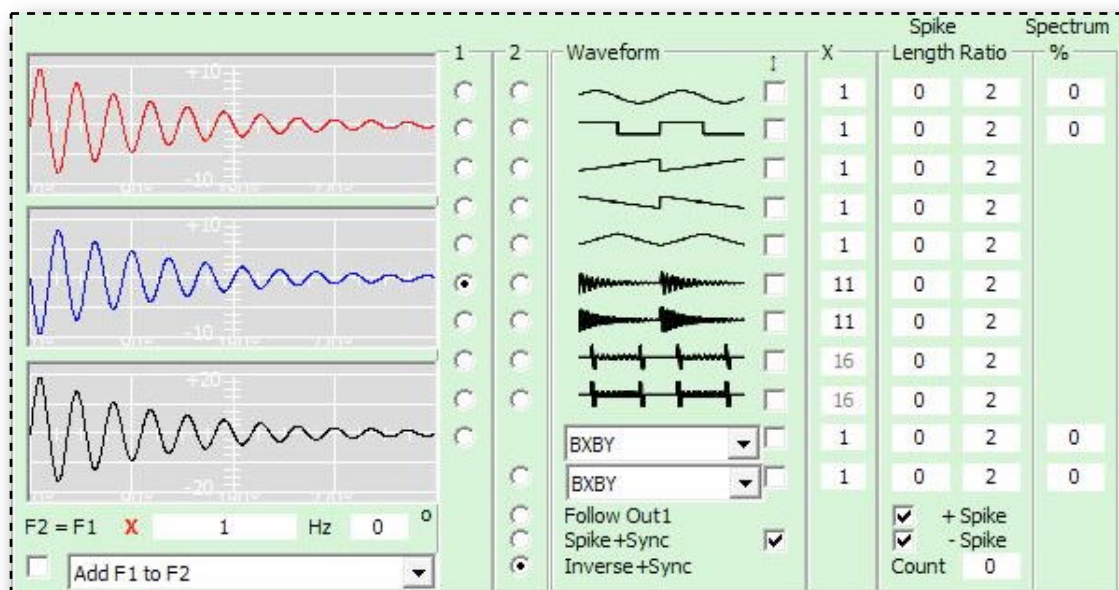




In order for you to understand it clearly, I want to show you what happens to the waveforms on **Out 1** and **Out 2** when the three different options at the bottom of the list are selected. In all three cases, the waveform is the default damped sinusoidal.

On the left, **Follow Out 1** is selected. This means that the signal on **Out 1** is copied exactly to **Out 2**. You can see this clearly because the red and blue waveforms are identical.

Over the first peak, *both waves move from 0 to +10 at the same time* – so the total energy from this positive peak is 10 volts from each output.



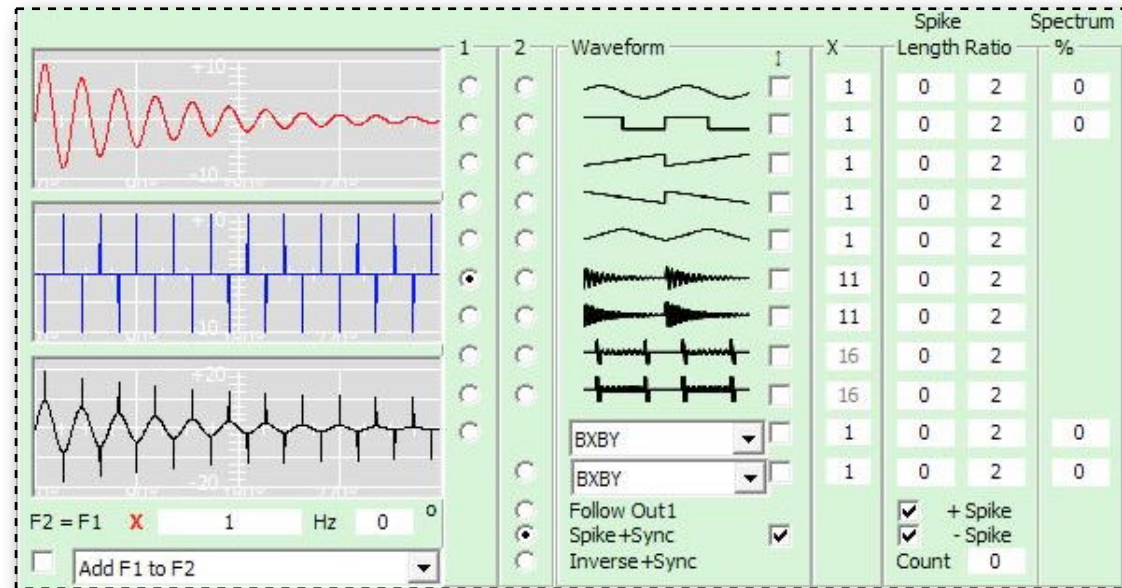
In this second example, the only difference is that I've selected **Inverse+Sync** instead of **Follow Out 1**. At first glance, the red and blue waveforms don't appear to have changed.

But look closer – the blue one is no longer an exact copy of the red one. Instead, it's a *reversed mirror image* of it.

Over the first peak, *the red wave moves from 0 to +10 at the same time as the blue wave moves from 0 to -10*. This means that the total energy from this positive peak is now 20 volts from each output (since the difference between -10 and +10 is 20).



And this piece of electronic wizardry explains how an initial 10 volt signal on **Out 1** can become a 20 volt wallop when you use two outputs coupled with **Inverse+Sync**.



But something rather different happens to the wave on **Out 2** when you select **Spike+Sync** and put a tick in its **Invert Waveform** checkbox to the right.

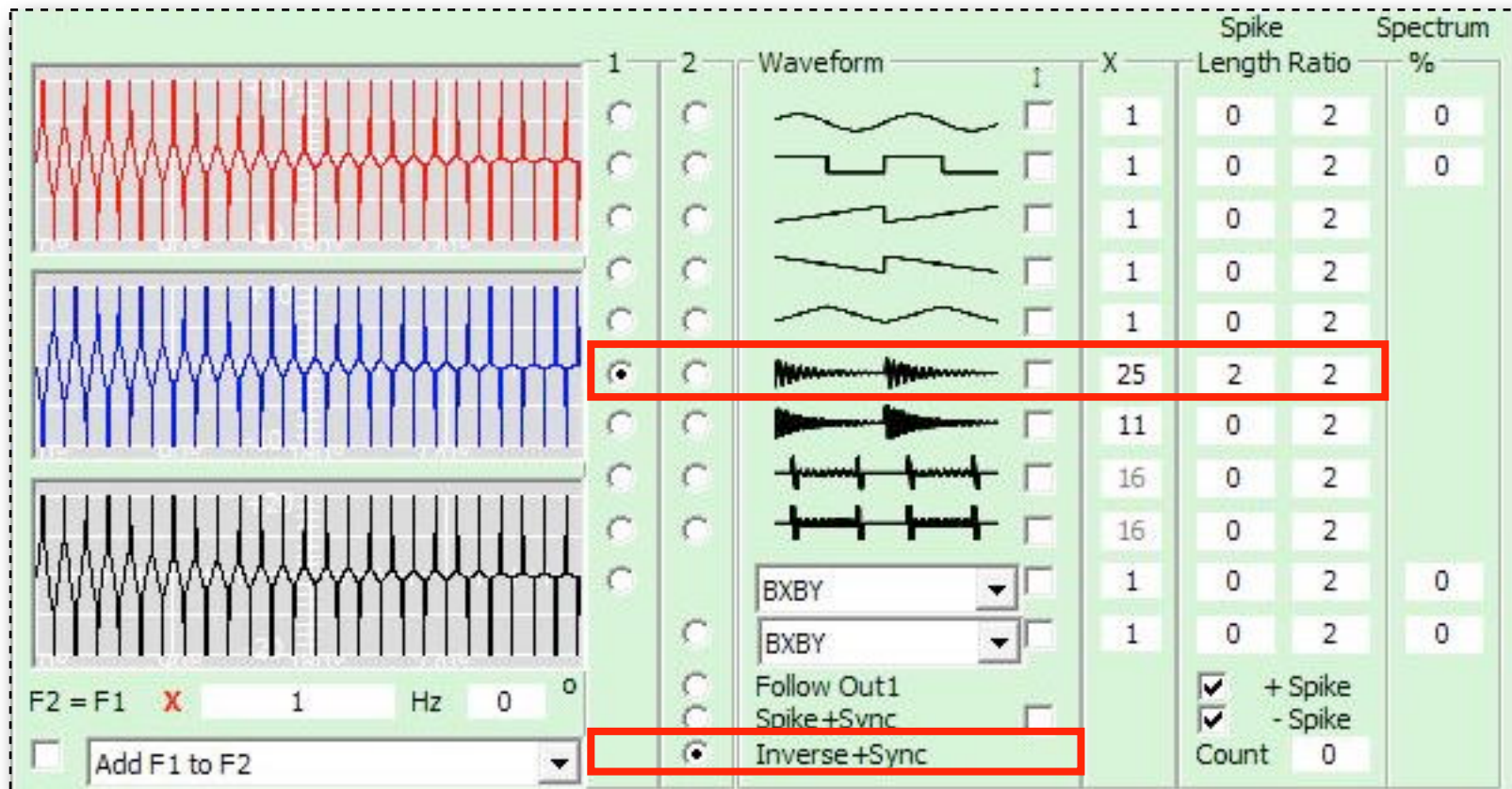
For every sub-wave in the composite waveform – and there are 11 as you can see from the **X** field – Spooky<sup>2</sup> injects one high-voltage spike at every positive *and* negative peak on **Out 2**.

These spikes are extremely powerful and can be tailored to your liking. However, although they're based on the technical requirements for cell electroporation, higher voltages are required to cause cell walls to open.

Nevertheless, this provides a unique and very powerful way to hammer the living daylights out of even the toughest pathogen or parasite.

For certain acute or very advanced conditions where time is of the essence, however, Spooky Central will deliver rapid and effective electroporation, puncturing pathogen cells walls to kill in milliseconds, and opening up cancer cells so that Rife frequencies delivered via plasma can destroy them quickly.

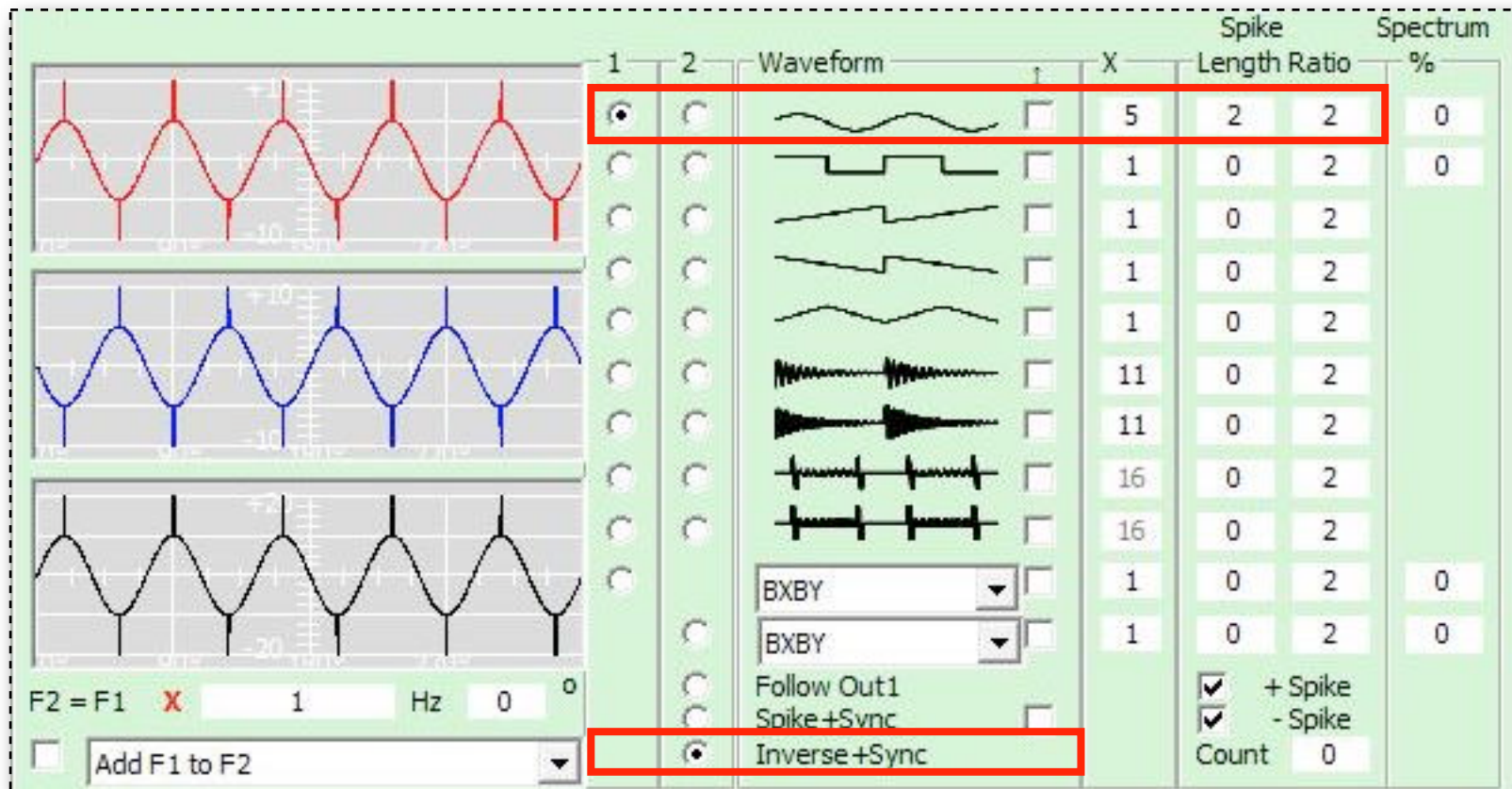
Now I need to show you how to sculpt and control all this awesome power, so I'll start with the Chainsaw Wave graphic that John used to introduce **Inverse+Sync** to the world.



This is one single cycle of a damped sinusoidal that's been transformed into a Chainsaw Wave. As you can see, there are an awful lot of spikes – 50, to be precise, 25 of them positive and 25 negative. The number of spikes is controlled by the number of sub-waves that make up the composite wave – 25 is entered in the **X** field.

**Spike Length** controls the length of time the spike is applied for – 2 is a good value for frequencies over 10,000Hz, and 1 for frequencies lower than this. **Spike Ratio** dictates how powerful the spike amplitude is in relation to the rest of the waveform.

To demonstrate these controls more clearly, I'll use something a little less confusing to the eye – a plain sine wave:

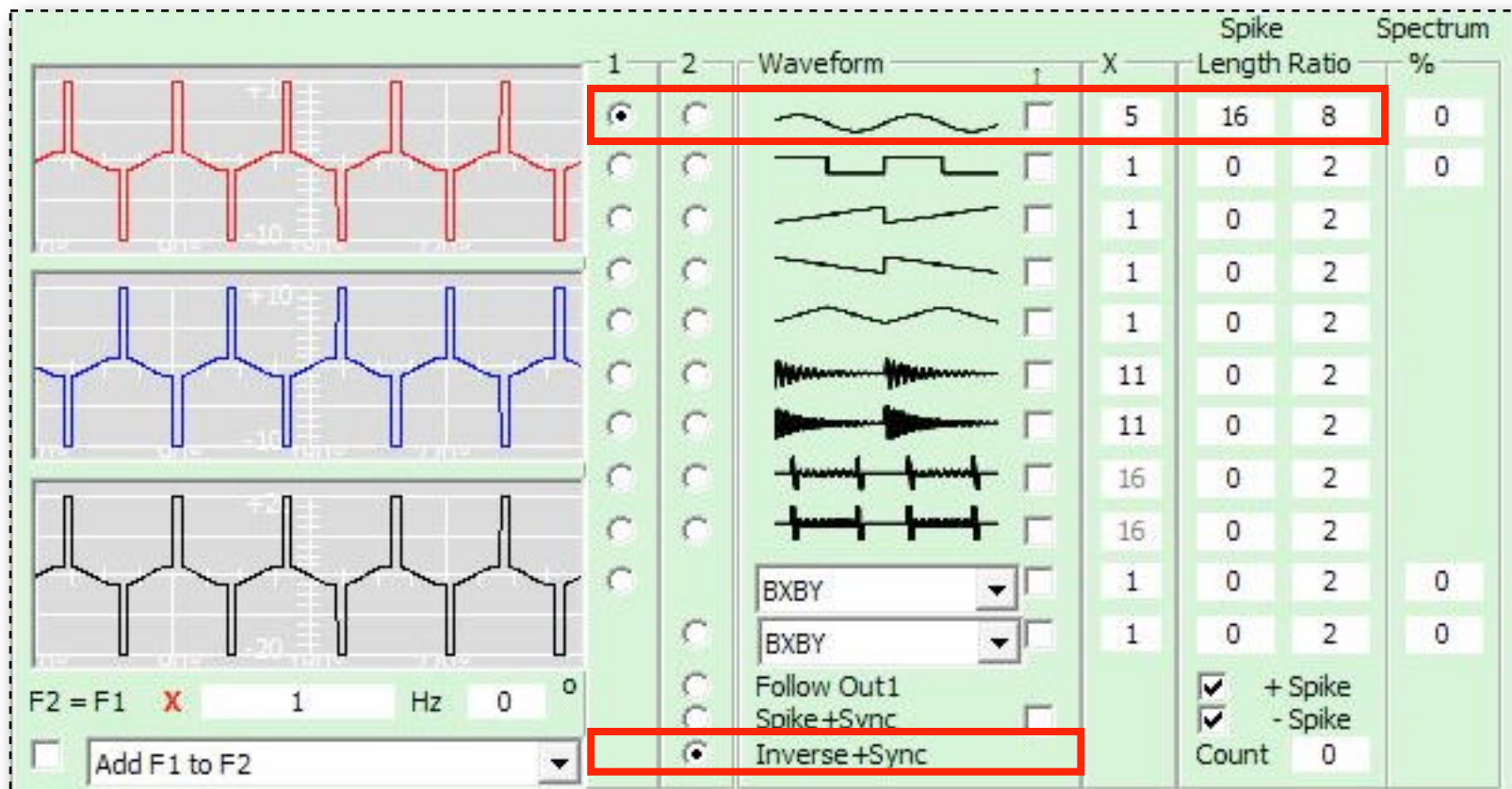


Here's our sine wave, composed of five sub-waves ( $X = 5$ ). There's a voltage spike at each positive and negative peak (+**Spike** and -**Spike** are both ticked), and each one is transmitted for two time units (**Spike Length** = 2).

**Spike Ratio** is set to 2, which means that the amplitude of each spike is twice that of the overall waveform. You can see that the curved wave only rises and falls halfway to the top and bottom of the window, but each spike goes all the way.

Now let's try changing the **Spike Length** and **Spike Ratio** so you can see the difference these make:



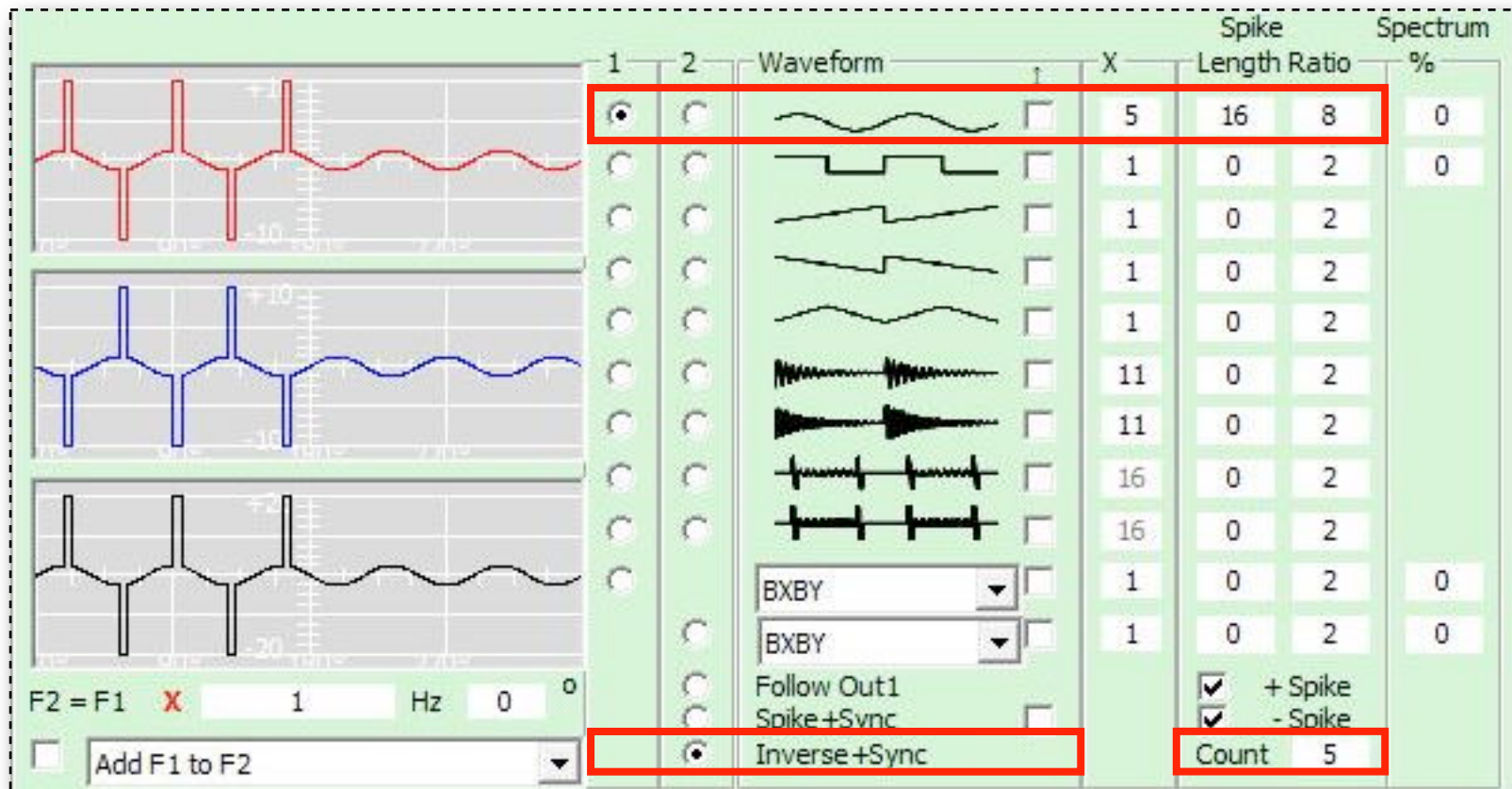


Here I've changed the **Spike Length** to 16 and the **Spike Ratio** to 8 so you can clearly see what's going on.

The physical width of each spike (which is the left-to-right time axis) has obviously increased, and the height of the underlying parent wave (which is the vertical amplitude axis) has decreased – but the spike's height (amplitude) has remained the same. Note that a **Spike Length** of 16 as shown wouldn't be a good value to enter because high voltage would be applied for longer – this would be painful. I've used this value simply to demonstrate how the waveform's shape changes in response.

OK, so what do the other spike controls do?

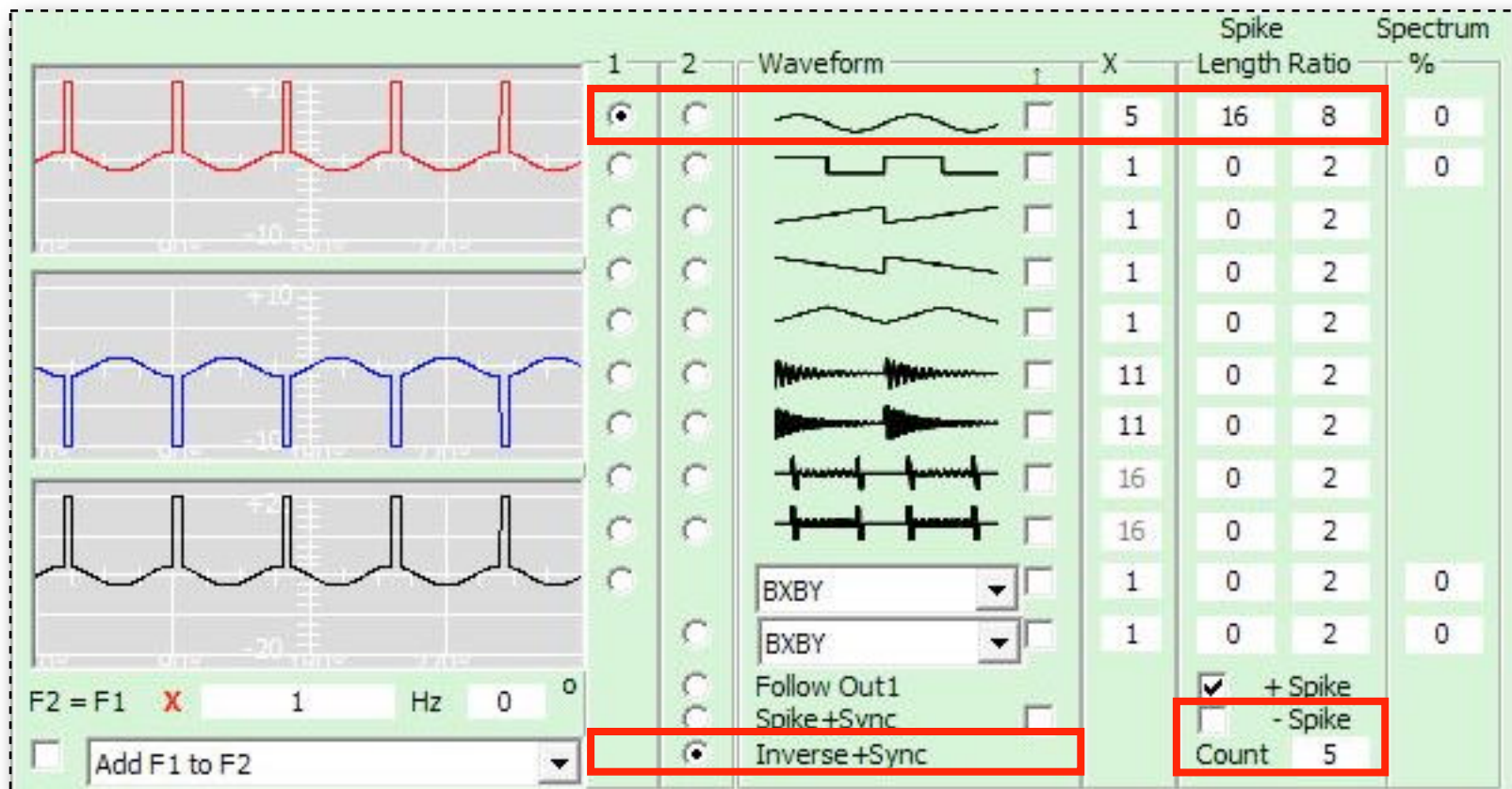




These are the exact same settings as in the previous graphic – the only thing I’ve changed is the **Spike Count**.

Spooky<sup>2</sup> now gives me the number of spikes I want – five. If I want spikes on every peak, I don’t have to count those peaks, and then enter the result. Entering 0 for **Spike Count** will do it automatically for me.

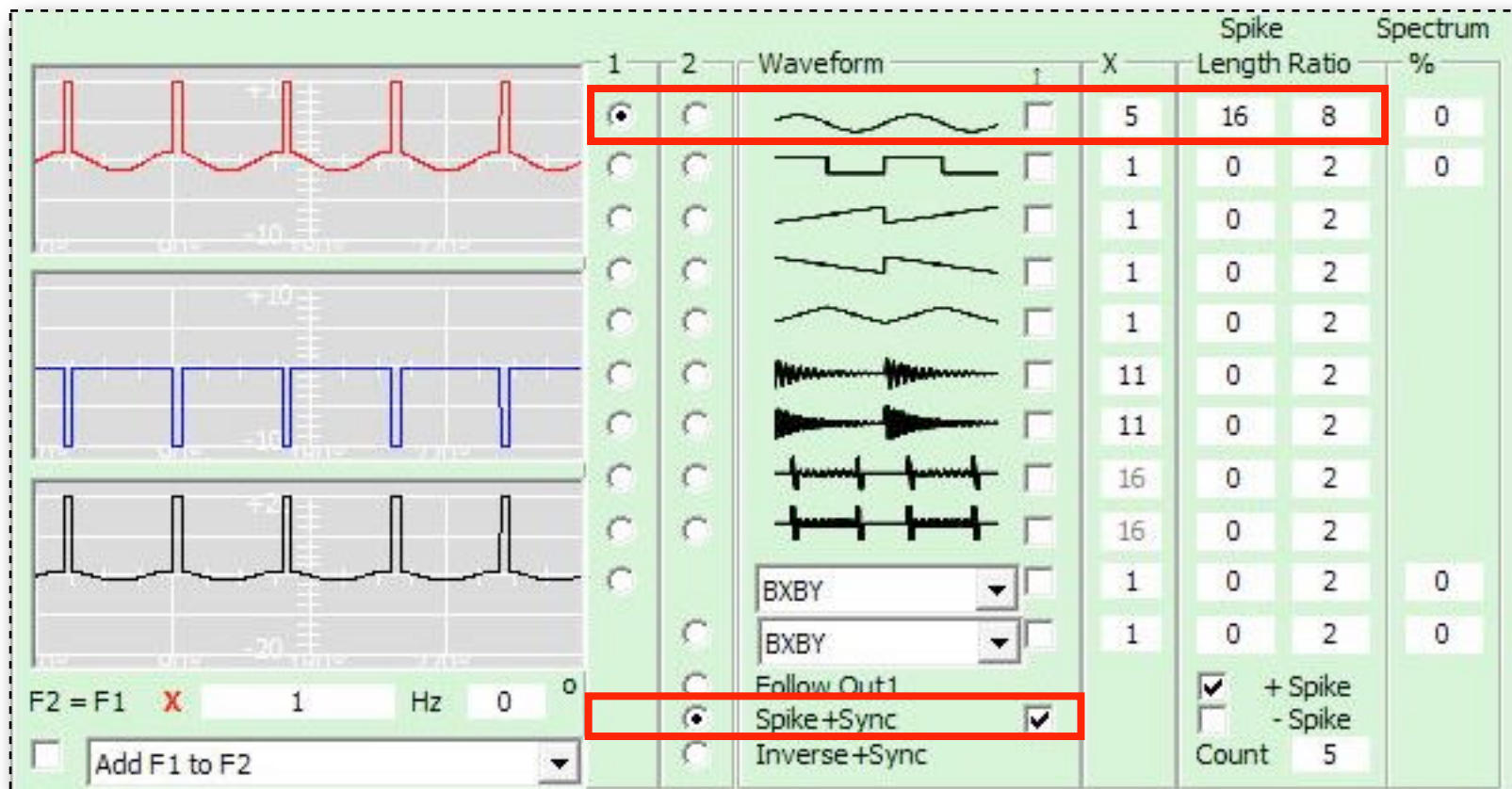
Why would I ever want fewer spikes? Well, it should keep pathogens off balance, giving them much less chance to “get into the rhythm.”



Same settings here as before, except now I've chosen not to transmit any spikes on the negative peaks. I still have a total of five spikes because the missing negative ones have now been added to the positive spike count to make it up to five.

Why would I do this? Because I like to experiment – it's the best way for me to learn more about rifting – and because Spooky<sup>2</sup> empowers me to do just this.

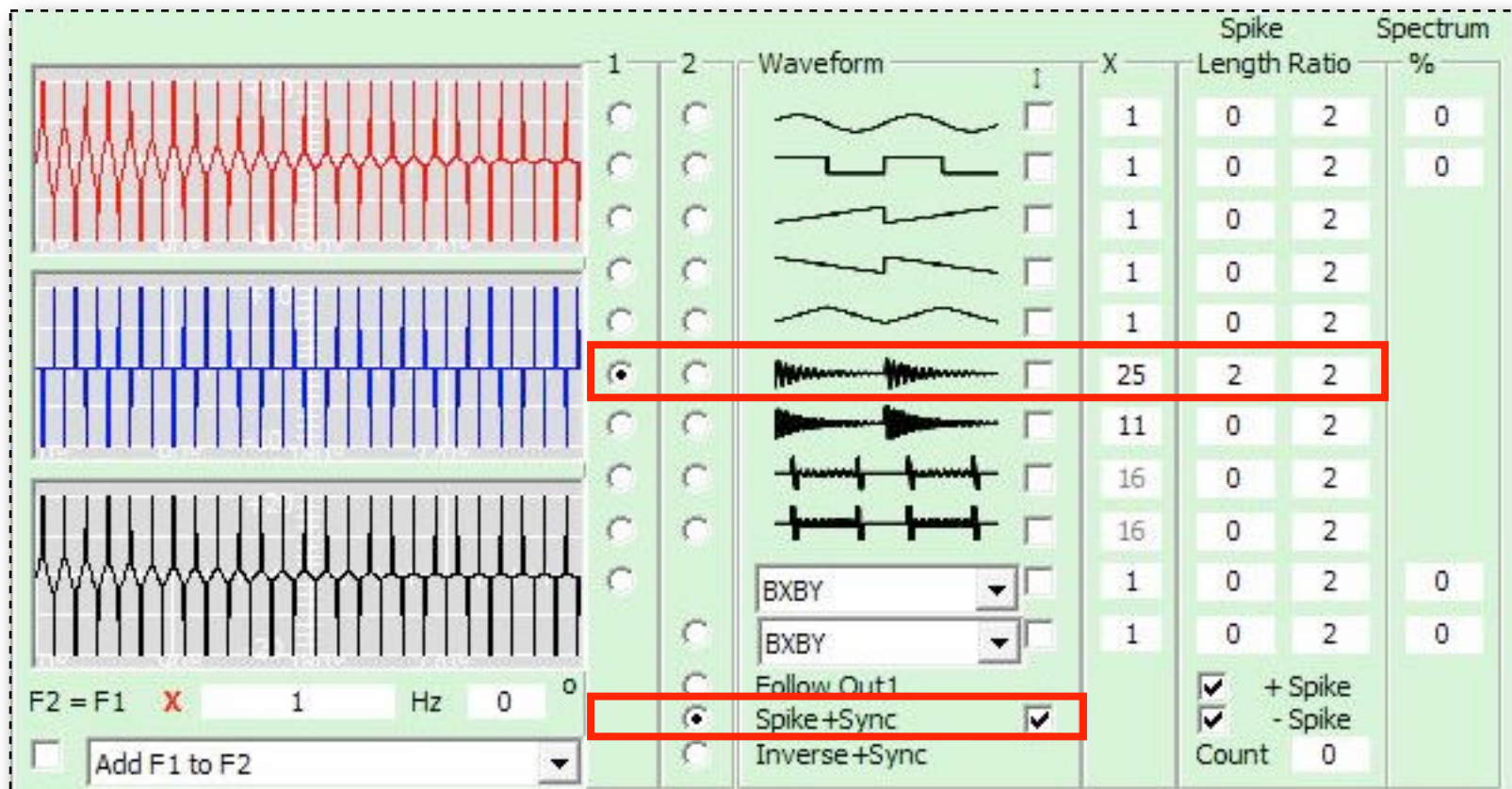
If you're following along entering these values in your own Spooky<sup>2</sup>, you'll see that when **Inverse+Sync** is selected, the second line of **Outs Controls** greys out. This is because Out 2 copies and inverts the wave on Out 1, *but uses the same frequencies*.



Now here's an interesting twist – instead of **Inverse+Sync**, I've selected **Spike+Sync**. Take a look at the blue wave on **Out 2** – the parent waveform is no longer being generated, just the spikes. This means that *all* the power of **Out 2** is being used for those spikes, and none for the underlying waveform. Plus, I've *inverted* the entire spike waveform on **Out 2** by putting a tick in the checkbox to the right of the **Spike+Sync** text.

As you can see from the output waveform, not only have I avoided spike cancellation by doing this, I've also greatly increased the power of my spikes.



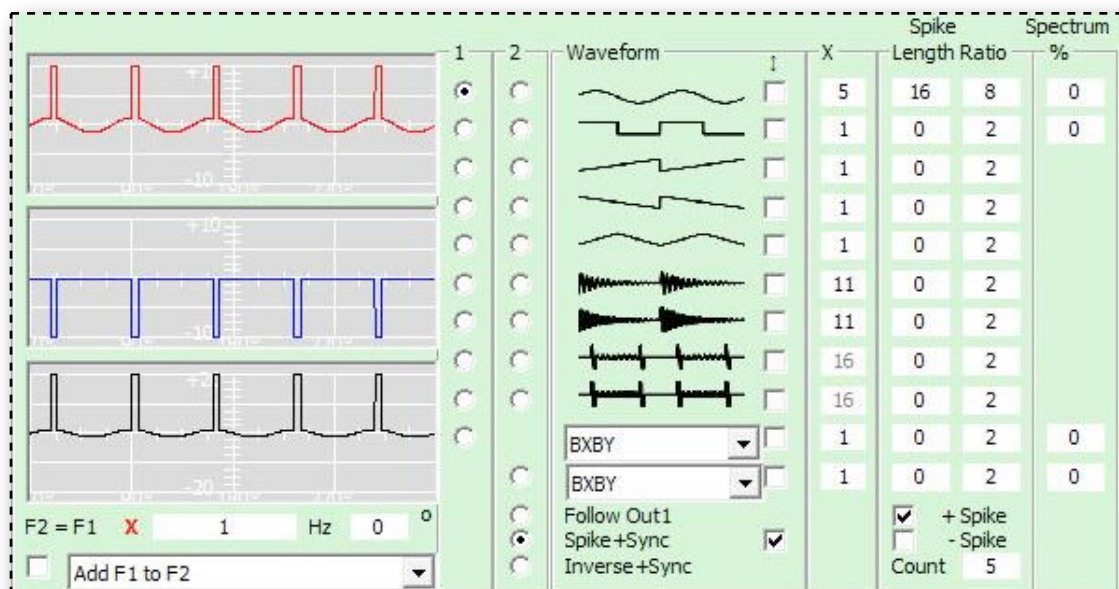


Here's another example of how to do **Spike+Sync** correctly using John's original example of an **Inverse+Sync** damped sinusoidal wave. This is what it looks like when you set it to **Spike+Sync** instead of **Inverse+Sync**.

Again, **Out 2** looks pretty formidable, but prior to the introduction of the **Invert Waveform** control, all those fearsome spikes cancelled each other out and we were left with a very wimpy wave.

No longer. As you can see from the output waveform pane, we now have a fearsome Chainsaw Wave that's ready to do some serious pathogen damage. But that's not all – the **Invert Waveform** system is even more flexible:



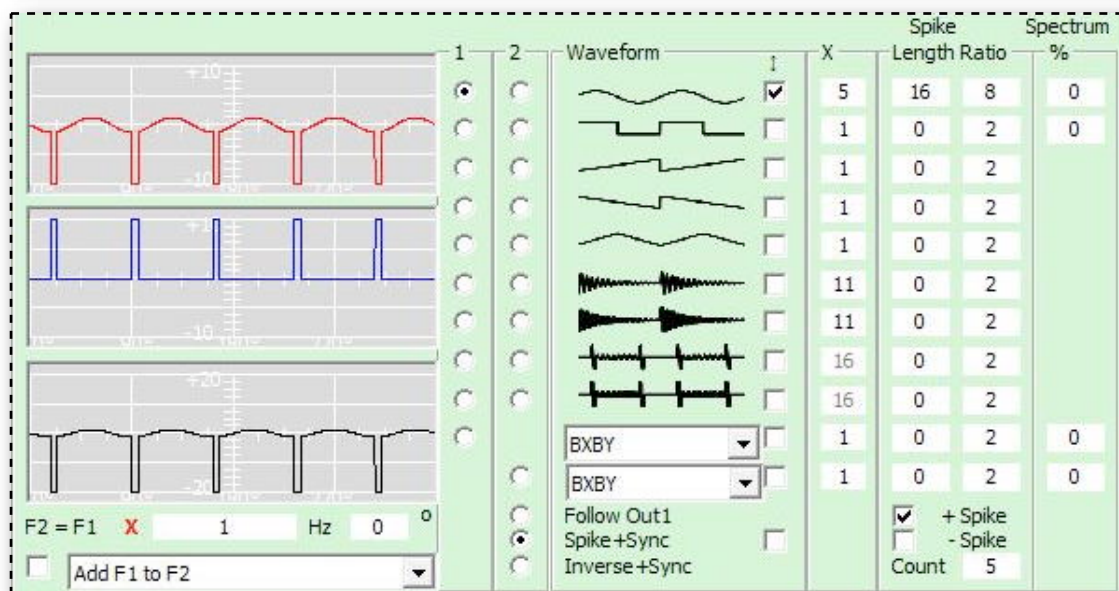


I've returned to our earlier example of a sine wave so you can see this clearly.

This image shows our sine wave on **Out 1** together with the spikes we've added via its **Spike Length/Spike Ratio** controls.

**Spike+Sync** is selected, and its **Invert Waveform** box is ticked.

In most cases, this is exactly what you want.



But you can invert *every* waveform in the list, not just the **Spike+Sync** one.

Here, I've chosen to invert the sine wave instead of the **Spike+Sync** wave by ticking its **Invert Waveform** box, and *unticking* the **Spike+Sync** box.

If you compare the output waveform panes in both images, you can clearly see the two different output signals – they are mirror images of each other.

Now *that's* what I call taking control!

# The Spooky<sup>2</sup> interface

The screenshot shows the Spooky2 software interface with the following components highlighted by red boxes and numbered callouts:

- 1: Menu Bar** - Located at the top, containing File, Database, Global, Online, Utils, Advanced Menu, and Help.
- 2: Conditions, Database, and Support** - The main area on the right side, including a list of conditions (e.g., Abdominal Cramps, Abdominal Inflammation), a search bar, and a database panel on the far right.
- 3: Program Options** - The left panel containing various settings like Frequency Multiplier, Repeat Every Freq, Amplitude Wobble, and Frequency Limits.
- 4: Channel(s) & User Data/Web pane** - The bottom right panel showing Channel Data for Channel 41, including Program Preset, Notes, and Email Message fields.
- 5: Status Bar** - The bottom-most bar showing system information like GC:2, CH:41, DX:bd49, and various status indicators.

1: Menu Bar. 2: Conditions, Database, and Support. 3: Program Options. 4: Channel(s) & User Data/Web pane. 5: Status Bar.

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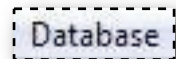
## Menu bar



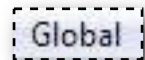
Spooky<sup>2</sup> has seven menus which allow quick access to vital functions. Click on any blue link below to go to that section.



**File**: this menu offers commands for various file operations, like creating new frequency sets and sweeps, reading or saving settings files, and loading new waves. It also allows you to exit Spooky<sup>2</sup>.



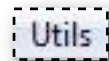
**Database**: this menu features commands that allow you to load a different custom database from the one that's currently loaded, edit the custom database, and to load those edits immediately into Spooky<sup>2</sup>.



**Global**: the Global Menu's commands allow you to control all generators in your rig at the same time – you can start, pause, resume, hold, and stop everything all at once.



**Online**: choosing a command from this menu will launch your web browser and take you to various Spooky<sup>2</sup>-connected websites.



**Utils**: you'll find 10 very useful commands in this menu, allowing you to install drivers, re-establish communication with offline generators, relate generators to port numbers, and identify patients.



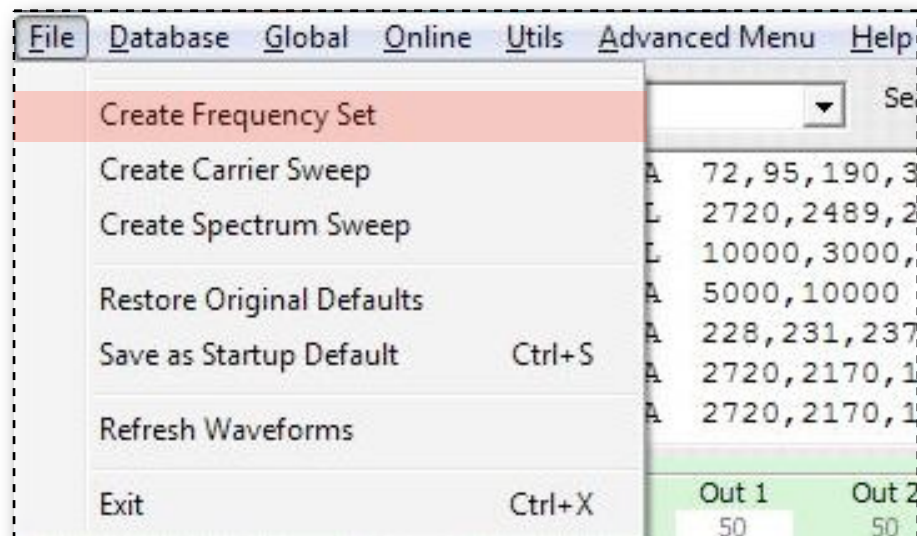
**Advanced Menu**: you won't find a list of commands in this menu. Instead, clicking it opens the Advanced Menu where you can set all sort of important things, then forget about them.



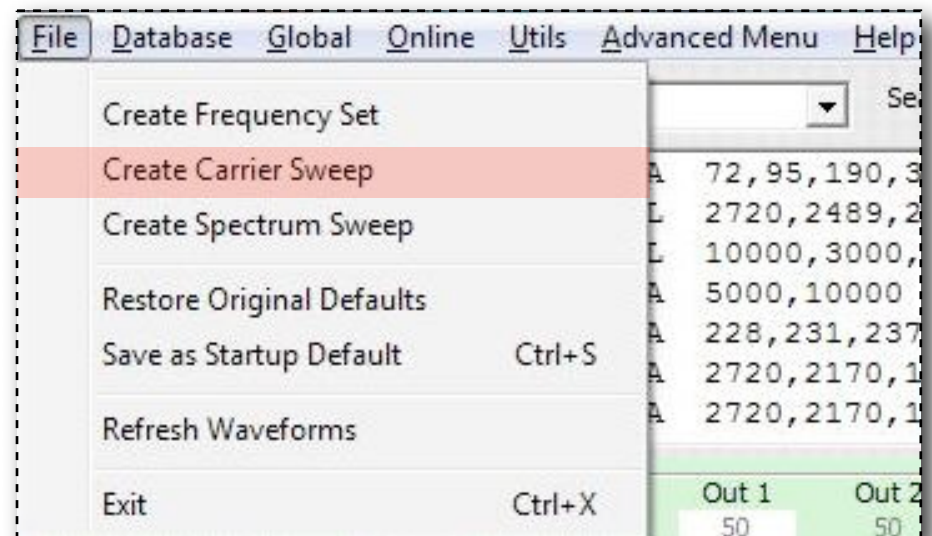
**Help**: for very good reasons, there are actually no help-related commands in this menu. Instead, you can see the people who helped make Spooky<sup>2</sup> what it is today, and find out which version you're running.

So let's start with the **File Menu** and take a look at all its commands:

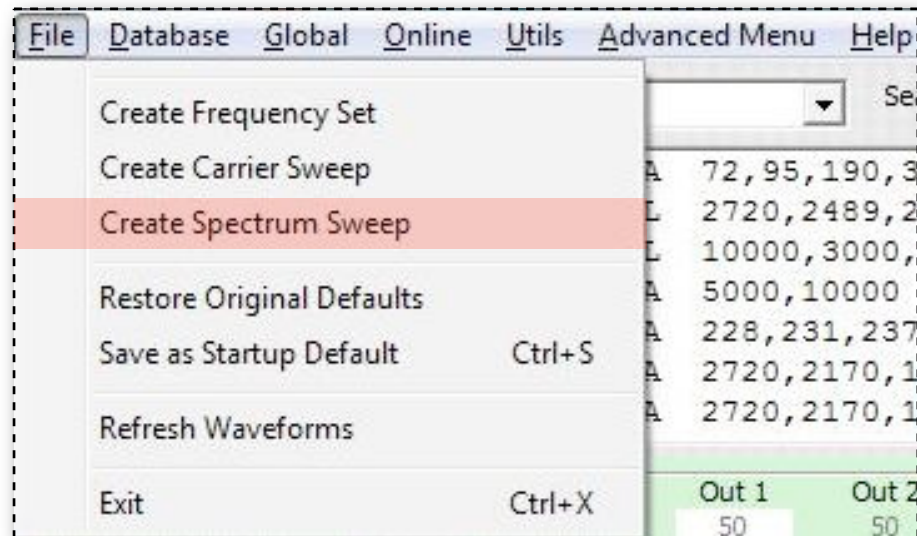




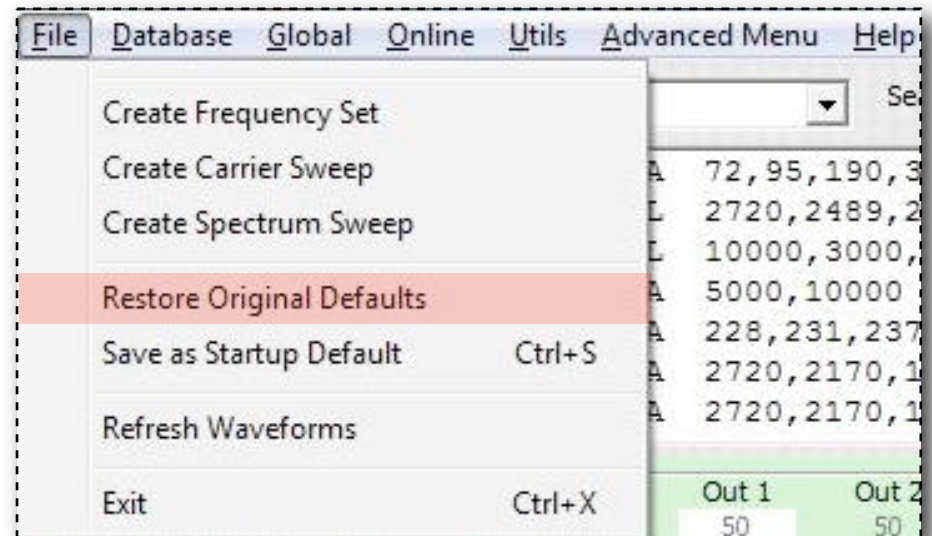
1. Create and save your own frequency sets.



2. Create and save your own Carrier Sweep Programs.

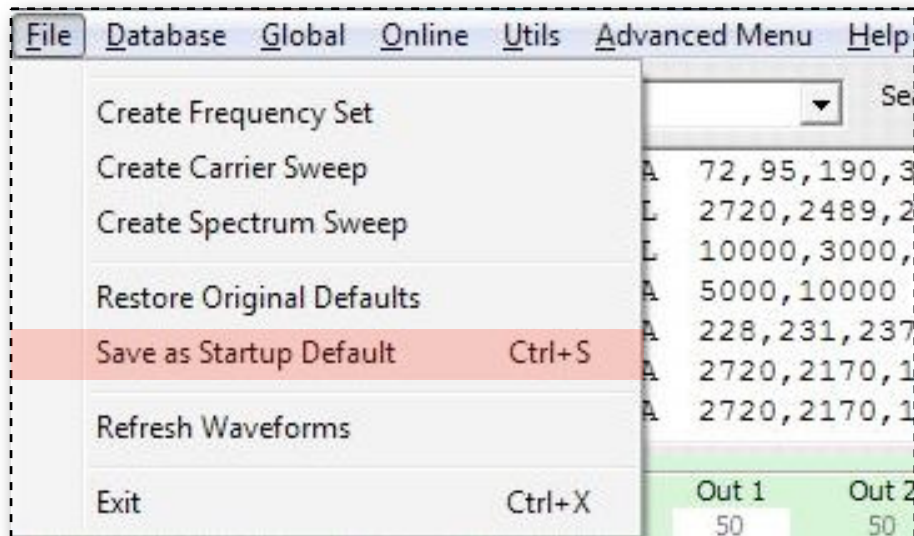


3. Create and save your own Spectrum Sweep Programs.

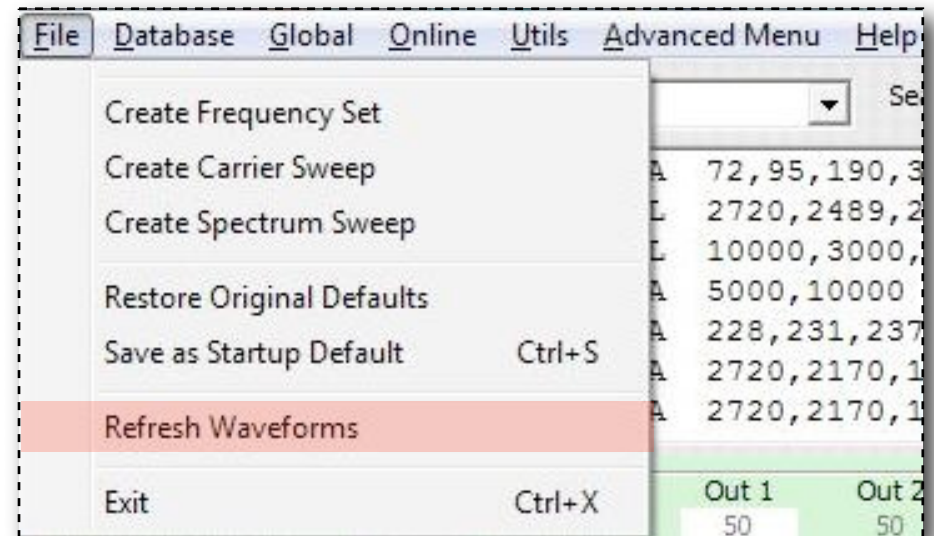


4. Restores Spooky<sup>2</sup>'s original factory default settings.

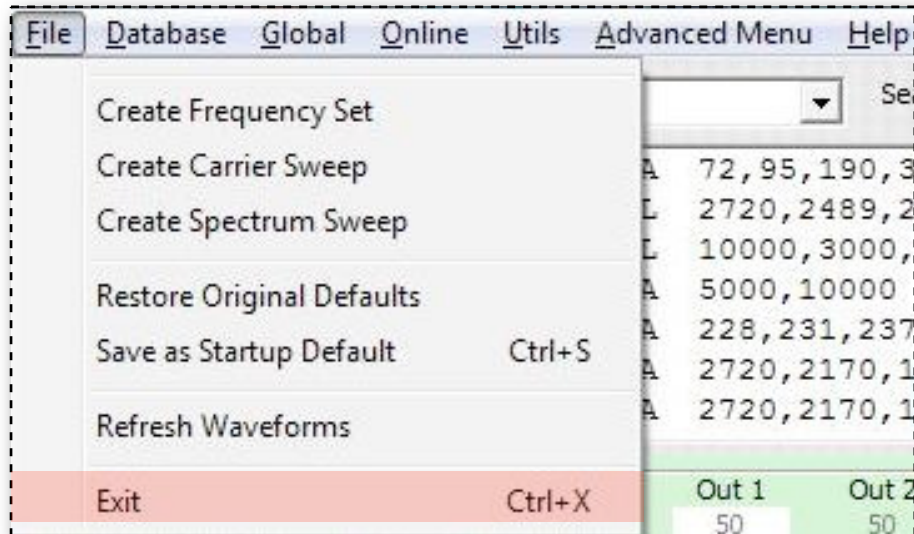




5. Save the current settings as Spooky2's startup default..



6. Reloads all custom/user waveforms into Spooky2.



7. Quits Spooky2. The red X also does the same job.

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### The “Create” Commands:

**Create Frequency Set** allows you to create your own frequency set and add it to your custom database. Simple codes to specify waveform, amplitude, offset, and other settings while the frequency set runs can be inserted.

**Create Carrier Sweep** lets you design a unique type of sweep where the carrier – normally static – is modulated. Very powerful, and another Spooky2 world-first.

**Create Spectrum Sweep** lets you create three different kinds of Spectrum sweep, similar to the powerful Spooky Spectrum Sweep and Spooky Converge Sweep.

Create Frequency Set

Give your program a descriptive name. This will assist you when you do a program search. The program will be saved in the Custom database.

**Program Name**

Frequencies (and optional advanced commands) are entered using a comma to separate each program step.

xxx-yyy Sweeps the frequency from xxx Hz to yyy Hz.  
 =xxx x is the dwell (seconds) this frequency is to be applied. Example: 2127=180,2128=240,2127-2128=600  
 Wx x is the waveform for this frequency. W sets Out 1 and w sets Out 2. The values of x for when specifying the waveforms are:  
 1 for Sine.  
 2 for Square.  
 3 for Sawtooth.  
 4 for Inverted Sawtooth.  
 5 for Triangle.  
 6 for Damped Sinusoidal.  
 7 for Damped Square.  
 8 for H-Bomb Sinusoidal.  
 9 for H-Bomb Square  
 Gx x is 1 to turn gating on. 0 for no gating.  
 Ax x is the amplitude (voltage peak to peak) of the output.  
 Lx x is the light wavelength in nanometers (nm) which Spooky2 will convert to a frequency. CL can be used as a wavelength Constant for Out 2.  
 Ox x is the offset (%) of the output. Use lower case 'o' for negative offset, upper case 'O' for positive.  
 Px x is the phase angle of the output.  
 Fx x is the Factor (multiplier) to be applied to OUT1 frequency to determine OUT2 frequency.  $OUT2 = OUT1 \times (Factor) + (Constant)$ . This overrides OUT2 Sync settings.  
 Cx x is the Constant in the above equation.

Example: 1604000 A5 O100 F1 C14,100-200=120  
 This will produce frequency of 1604000 Hz at 5 volts with a 100% volt offset (suitable for Spooky Central) with OUT2 set to run 14Hz faster than OUT1 ( $OUT2 = OUT1 \times 1 + 14$ ), then a sweep from 100 Hz to 200 Hz over 120 seconds (OUT2 will retain its relation to OUT1 until instructed otherwise).

Email a copy to  
Cancer Clinic NZ ☐

Save and  
Exit

Cancel

**Frequencies**

Enter the default duration (in seconds) you wish to apply each frequency.

**Dwell**

Any notes for this program should be entered here. Spooky2 will include this in searches.

**Additional Notes**

1. This is the window that opens when you choose the **Create Frequency Set** command from the **File Menu**.

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Spooky<sup>2</sup> allows you to enter an unlimited number of your own frequency sets into a custom database. The **Create Frequency Set** screen contains comprehensive instructions. We'll reproduce them here in a moment so you can appreciate fully how much power you have when you write your own frequency sets (and print them out if you wish).

**Program Name**

**Program Name:** click in the field and type your Program name. Give it a good descriptive one so you'll be able to identify it in a search list. Something like "Cancer Throat Sweep XX" is good because it will show in searches for "cancer," "throat," and "sweep." You can substitute XX with your own initials, a numeral, or leave it out entirely. It's your choice.

**Frequencies:** now we come to enter the frequencies. You can either type them in, or copy and paste them all at once from another document. In all cases, each frequency in the set **must** be separated by a comma – with **NO** spaces, otherwise Spooky<sup>2</sup> will report an error (and name the offending frequency set) when your custom database is next loaded or you try to load the Program you've just entered.

So please check all the information you've entered here very carefully before finalising your entry.

**Frequencies**

You can also enter a plethora of very powerful commands in this field along with your frequencies. We'll deal with entering these commands in a moment.

**Dwell**

**Dwell:** this is the amount of time in seconds you wish to transmit each frequency in your set for. If you're unsure of what this should be, 180 seconds is a good default. Note that you can specify individual frequency deviations from this default by entering a simple command (shown later).

**Additional Notes:** you can use field this to add notes to your Program for any purpose. The text you enter here will be included in all Spooky<sup>2</sup> searches, and will appear in the text area beneath the **Conditions List** when you click on the set's name.

Additional Notes

If you make a textual mistake when entering a set, don't worry – you can edit it later by clicking the **Edit Custom Database** button in the **Advanced Menu**. You can also choose to open your custom file in Notepad and edit it there.

### The Commands List:

The following commands are entered into the **Frequencies** field at the point in your frequency sequence where you want them to take effect. Most letters can be capitals or lowercase. Letters are entered like this: 125 W2 A09 O00,208,1000,7.83

**xxx-yyy (Frequency Sweep):** This is how you enter a sweep between two frequencies – xxx stands for one frequency, and yyy for the other. If you want an ascending sweep, enter the lower frequency first, then type a hyphen (the sweep command), followed by the higher frequency.

For a downward sweep, enter the higher frequency first, then a hyphen, and then the lower one.

**=xxx (Custom Dwell):** For any frequencies, you can specify different dwells from the default you want applied to the rest. Just type an equal sign (the dwell command) followed by the dwell in seconds.

Spooky<sup>2</sup> allows you to select a different waveform for every frequency in your set if you wish.

**Wx (Waveform):** After the frequency for which you want to use a different wave, just type W followed by the number of the wave as shown in the list below. Use W for Out 1's waveform, and w for the wave on Out 2.

<b>Sine wave:</b>	<b>1</b>
<b>Square wave:</b>	<b>2</b>
<b>Sawtooth wave:</b>	<b>3</b>
<b>Inverted sawtooth:</b>	<b>4</b>
<b>Triangle wave:</b>	<b>5</b>
<b>Damped Sinusoidal:</b>	<b>6</b>
<b>Damped Square:</b>	<b>7</b>
<b>H-Bomb Sinusoidal:</b>	<b>8</b>
<b>H-Bomb Square:</b>	<b>9</b>

The last four waveforms shown above are only available on the Spooky<sup>2</sup>–5M generators, not on the UDB1108S.



**Gx (Gate):** After the target frequency or command, type G followed by 1 to turn gating on, and G followed by 0 to turn it off.

With the Spooky<sup>2</sup>—5M generator only, you can boost or cut the **Amplitude**, or output voltage.

**Ax (Amplitude):** After your target frequency or command, type A followed by the voltage you wish to use.

**Ox (Offset):** After your target, for positive offset type uppercase O followed by the value desired *as a percentage of Amplitude* rather than a voltage. For negative offset type lowercase o.

**Px (Phase Angle):** After your target, type P followed by the value you require.

**Lx (Light Wavelength):** Spooky<sup>2</sup> allows you to enter light wavelengths directly. Type L followed by your wavelength in nanometers (nm). Spooky<sup>2</sup> will automatically convert this to the highest subharmonic frequency your generator is set up to transmit. CL can be used as a Constant for Out 2 (see below).

**Fx:** Dictates the value you want for Out 2's frequency **Factor**.

**Cx (Constant):** This is the value for Out 2's frequency **Constant**.

**Codes Examples:** you have six frequencies – 100, 200, 300, 400, 450, and 600. You want 100 and 200 to transmit for your default dwell of three minutes, and 300 to transmit for 10 minutes, all using a square wave with **Amplitude** of 9 volts and an **Offset** of 0.

Enter: 100 W2 A09 O00,200,300=600,

You then want 400 to sweep up to 450 over a period of 30 minutes using a sine wave.

Add: 400-450=1800 W1,

Finally, you want 600 to use a square wave again for your default dwell. You also want an **Amplitude** of 5volts and a positive **Offset** of 2.5volts (which is 50% of the **Amplitude**).

Add: 600 W2 A05 O50,

So here's your entire string of frequencies and commands:

100 W2 A09 O00,200,300=600,400-450=1800 W1,600 W2 A05 O50,

Here's another example that's specifically useful for Spooky Central: you wish to run some very low frequencies using the plasma tube – 7.83, 10, 20, and 33.

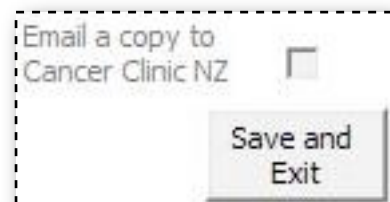
But Spooky Central outputs from 100KHz upwards. So how can you do this? By writing **Factor** and **Constant** commands

to control Out 2 into your frequency set like this:

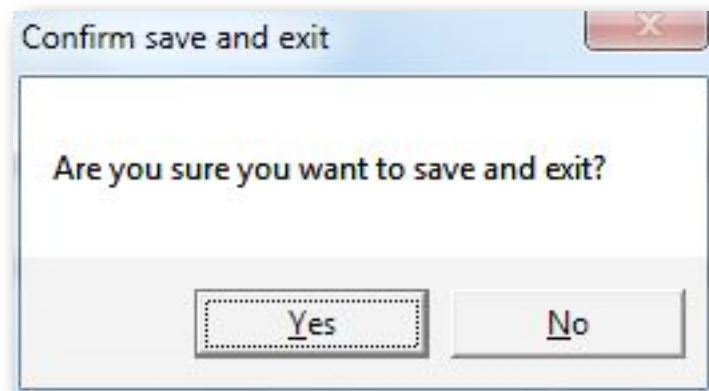
7.83F1C7.83,10C10,20C20,33C33,

This creates “beat” frequencies of the exact values you want, and the signal’s high frequency component ensures they will achieve complete cell penetration.

Note that some features and waveforms are only available on the Spooky<sup>2</sup>–5M generator, not on the UDB1108S.



When you’re happy with your Program, click the **Save and Exit Button**. The following alert will appear:



Click “**Yes**” to write the new set to your custom database. Click “**No**” to return to the **Create Frequency**

**Set** window and continue working on your set.

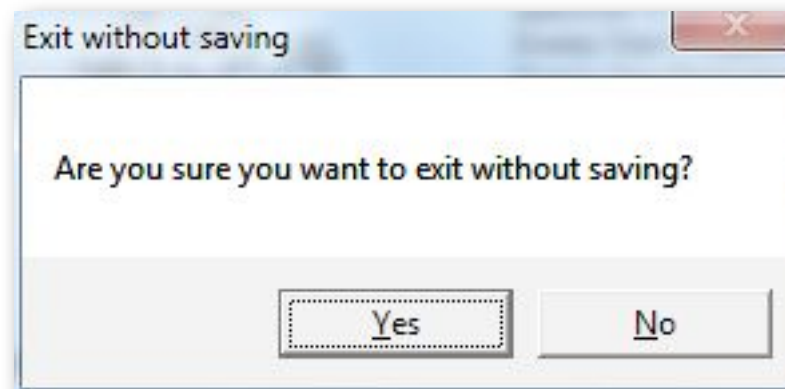
Remember, you can always go back and edit your Programs in the database editor available from the **Database Menu**.

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If you wish to give back to the Spooky<sup>2</sup> community, you can do so by ticking the box provided to email us your scan results for inclusion in an anonymous database that will be freely provided to all who need it.



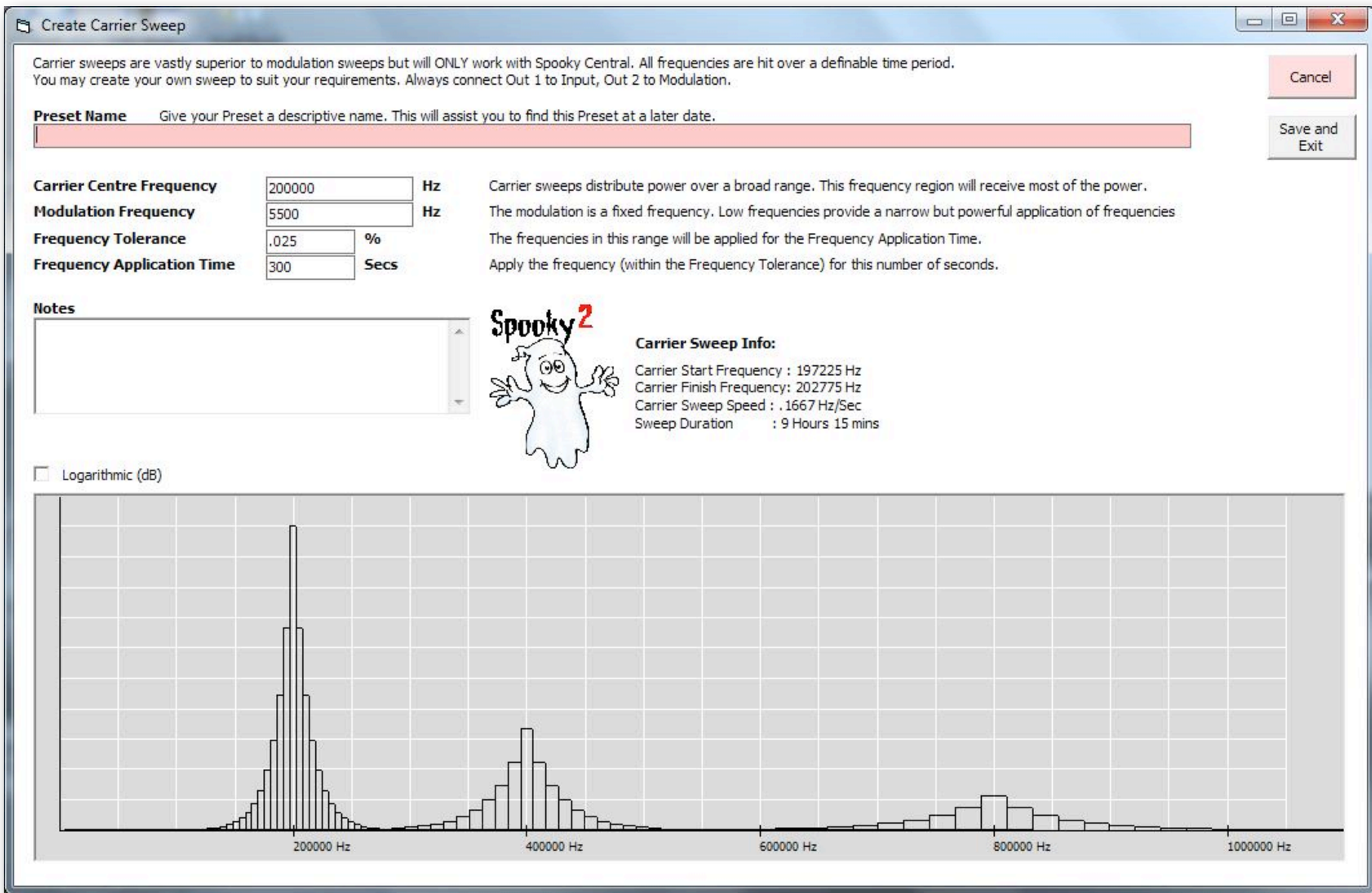
If you change your mind for some reason, you can simply click the **Cancel Button**. The following alert will appear:



Click on “**Yes**” to exit. Your set will not be saved and you will be returned to the main Spooky<sup>2</sup> window.

Clicking “**No**” brings you back to the **Create Frequency Set** window to continue working on your set.

**Please note that you will also see these same alerts in the Create Carrier Sweep, and Create Spectrum Sweep windows when you click the Save and Exit, and Cancel buttons.**



2. This is the window that opens when you select the **Create Carrier Sweep** command from the **File Menu**.

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A carrier is a fixed frequency. More frequencies can be created if this frequency is turned on and off very rapidly. Another word for this is “modulation”. Usually this modulating frequency is quite high, so the switching cannot be observed. When a carrier frequency is modulated, multiple frequencies are created on either side of it. These are called “Sidebands”. The modulation sets the distance between sidebands.

Imagine an inverted hair comb. Its teeth represent frequencies created by a modulated carrier. Each tooth is evenly spaced, just as modulating a carrier frequency makes evenly spaced frequencies, and the distance between each is the modulation frequency.

Now imagine dipping the teeth into black ink and placing them onto white paper. You will see a series of black dots. Each is a frequency. Slide the comb lengthwise by one tooth. You now see a solid black line. Every “frequency” has been “written” by moving the comb fractions of an inch. This analogy closely explains how a Carrier Sweep works. Only a very small movement in the carrier is required to hit all frequencies.

Until now, Rife machines have had fixed carriers. They could not sweep a wide range of frequencies by altering the carrier, since circuit efficiency would drop dramatically to make the machine useless. The only option available was a modulation sweep. In the comb analogy, the teeth would gradually move further apart. The comb would also grow larger to cater for the extra spacing. The dots would cross each other as the spacing increases. This means that each frequency is hit several times. While this *sounds* wonderful, there is an embarrassing disadvantage. Each frequency is produced for eight seconds or less. Dr. Rife applied his frequencies for three minutes. This may explain why such sweeps have not produced “spontaneous remissions” as they should.

The Spooky<sup>2</sup> Carrier Sweep applies each frequency once, but it pounds on it thoroughly for at least three minutes. The carrier will receive most of the power, so choose a frequency in the centre of your target range. The **Modulation Frequency** sets how far apart the other frequencies are. A high **Modulation Frequency** will cover a broader range, but the sweep time will increase since there are more frequencies to target between each “comb tooth”. The **Frequency Tolerance** sets the maximum distance a frequency can deviate but still be effective. Royal Rife specified 1/4 of 1%, or 0.25%. Spooky<sup>2</sup> sets the default to .025%. The **Frequency Application Time** sets how long each frequency will be applied within the tolerance band.

When creating a Carrier Sweep, keep an eye on the **Sweep Duration**. This is the time required to complete the sweep. Often this can extend to many hours if the settings are altered without care. Spooky<sup>2</sup> can also perform Modulation Sweeps if required.



Create Spectrum Sweep

Spectrum applies many frequencies simultaneously. Here you may design your own Spectrum Sweep that covers a broad band of frequencies.

**Program Name** Give your program a descriptive name. This will assist you when you do a program search. The program will be saved in the Custom database.

**Spectrum Low Frequency** 0 Hz

**Spectrum High Frequency** 3000000 Hz

**Frequency Tolerance** .025 %

**Frequency Application Time** 180 Secs

**Wave Cycle Multiplier** 96 X

**Frequency Hits Per Sweep** 1

**Spooky 2**

**Spectrum Sweep Info:**  
 Spectrum = 100 %  
 Sweep Start Frequency = 1491812.5 Hz  
 Sweep Stop Frequency = 1508187.5 Hz  
 Frequency Spacing = 15625 Hz  
 Total Sweep Duration = 01:05:30  
 Sweep Speed = 4.16667 Hz / Second  
 Spectrum Amplitude = .208 Volts

☒ Create Single Spectrum Sweep - uses OUT1  
☐ Create Dual Converge Sweep - uses both OUTs  
☐ Create Dual Weighted Sweep (low freq weighting) - uses both OUTs

**Database Entry View:**  
 "",CUST,65.5,"X=96 Spectrum=100%.",",1491812.5-1508187.5",,,,3929

Cancel

Save and Exit

3. Here's the window that opens when you choose the **Create Spectrum Sweep** command from the **File Menu**. This allows you to design and create your own Spectrum sweeps based on the information you input.

**Program Name:** make searches easier with a meaningful name. Including something like "Spectrum" or "Sweep" is a good idea.

**Spectrum Low Frequency/Spectrum High Frequency:** enter your lower and higher sweep limits here.

**Example:** Dr. Hulda Clark found that the bandwidth for moulds and mycotoxins was approximately 77,000–288,000Hz. To build a Spectrum sweep to target these, you'd enter 77000 for **Spectrum Low Frequency** and 288000 for **Spectrum High Frequency**.

**Frequency Tolerance:** this is the range above and below an organism's Mortal Oscillatory Rate (MOR) in which a frequency will still be effective. Although Dr. Rife originally expressed this as a wavelength of light, it's generally accepted that a good rule of thumb is plus or minus 0.025% of the organism's MOR. However, larger values may generally be input for sweeps that are intended for purposes other than killing pathogens.

**Frequency Application Time:** the amount of time in seconds you wish each MOR to be applied for (180 is a reasonable value).

**Wave Cycle Multiplier:** the number of sub-waves that will create your sweep. We recommend using 96 or fewer. Note that setting a value here does not set it in the **Wave Cycle Multiplier** field in the **Program Options Pane** – this must still be set manually by you when you enter your settings for the Program you're about to create. The value you input here is solely for sweep calculation purposes.

**Frequency Hits Per Sweep:** the number of times during your sweep you wish each MOR to be applied.

**Sweep Type Buttons:** you have three choices.

- ▶ Single: creates a single sweep that will use Out 1 only and will proceed from low to high frequency.
- ▶ Dual Converge: creates a dual convergence sweep that will use Out 1 and Out 2 – requires connection to both outputs. These will proceed simultaneously from low to high, and from high to low.
- ▶ Dual Weighted: creates a dual sweep, one weighted towards the lower frequency range – requires connection to both outputs. Both sweeps will proceed simultaneously from low to high.

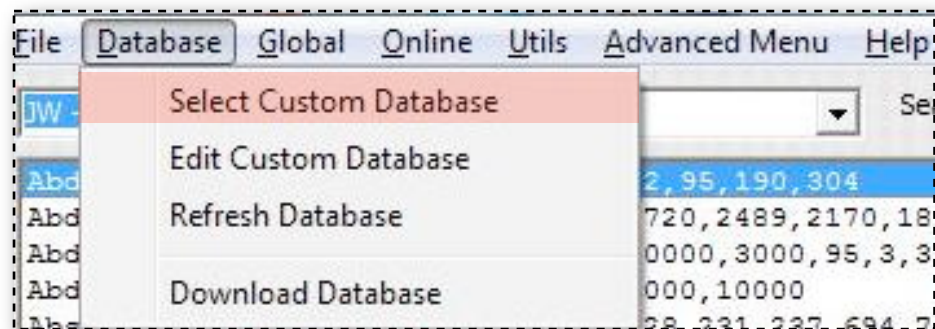
**Spectrum Sweep Info:** shows necessary settings and other information for the Spectrum sweep based on your input. To update it after changing a field, please select a **Sweep Type**.

**Database Entry View:** at the bottom of the screen, you see your custom Spectrum sweep exactly as it will appear in your database. To update it after changing a field, please select a **Sweep Type**.

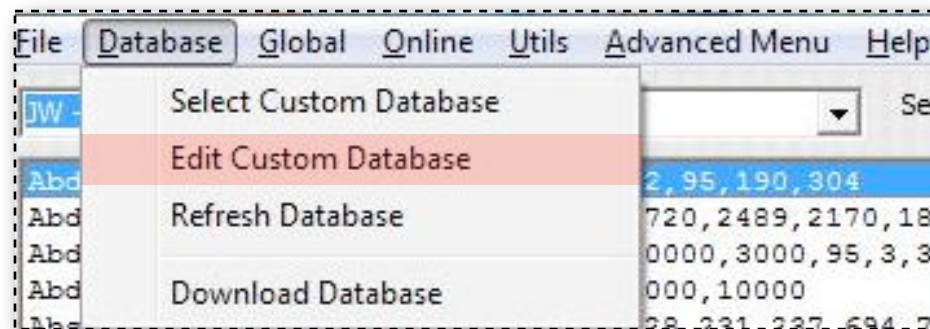
**Save and Exit/Cancel Buttons:** when you're happy with your sweep, click **Save and Exit**. To discard your work, click **Cancel**.

## Database Menu:

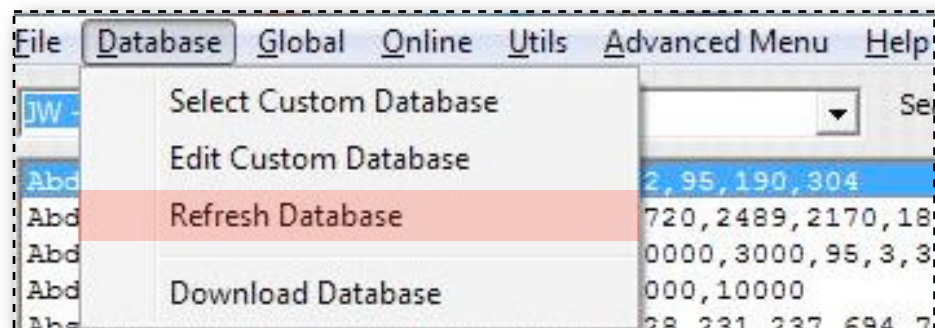
These four commands allow you to carry out various database file operations while Spooky<sup>2</sup> is running – from selecting a different custom database to editing those databases, then loading your edits.



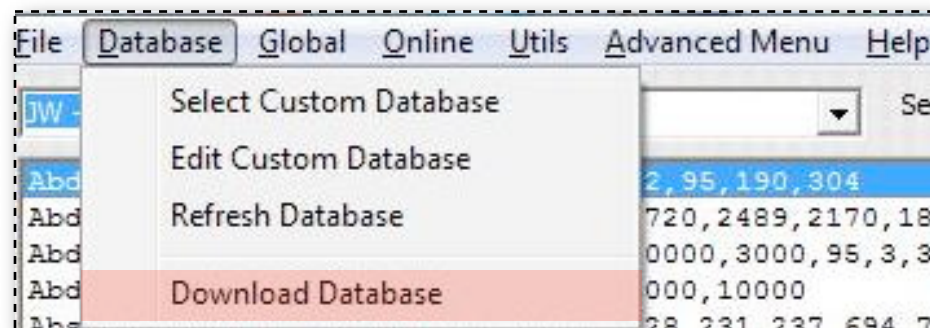
1. Opens a Windows file navigation dialog to allow you to select and load a different custom database.



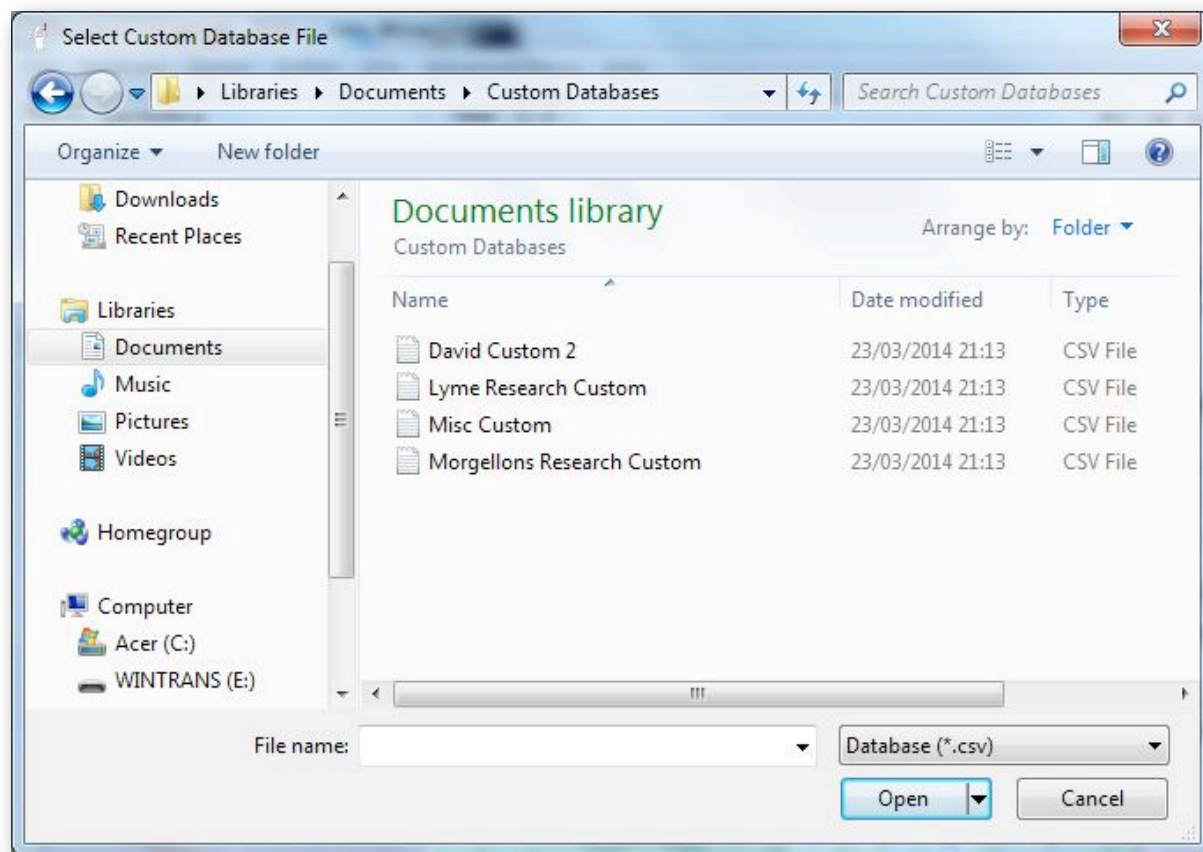
2. Opens the current custom database in the built-in database editor so you can make changes and save them.



3. Reloads the custom database into Spooky2's memory after it's been edited and saved.



4. This will take you to the Spooky<sup>2</sup>.com Downloads page and download the latest database to your *Downloads* folder.



**1.** Here's the Windows file navigation dialog that opens when you choose the **Select Custom Database** command from the **Database Menu**.

Navigate to the database file you want to load, select it, then click *Open*.

Spooky<sup>2</sup> will load the new file and make it available in the **Conditions List** for immediate use.

**2. & 3.** The Database Editor has its own built-in help manual, so I don't propose to go into it here. And I must be honest and say that I find it needlessly complex for the task of editing what is really quite a simple database. So I never use it myself. Instead, I'm going to show you how I edit databases.

This is how I prepare every new Spooky<sup>2</sup> database update for general release – it's simpler, it's quicker, and it's a heck of a lot less confusing and cluttered. All you need is Notepad, the little text editor that comes standard with Windows. But first, before you do any editing, make a back-up copy of the file you're going to work on.



Let's say I want to edit my custom database to add a cancer set. First, I navigate to my Spooky<sup>2</sup> folder on C: drive and open it. Then I right click on the custom.csv file and choose *Open with > Notepad*. I then select and copy all the yellow text below:

```
"Name",CUST,00,"Add your own notes here.",,"123456,654321",,,180
```

The database files are in CSV format – which stands for Comma Separated Values. This means that the different types of value in the frequency set – the name, sub-database, running time, Additional Notes, frequencies, and dwell, are all separated by commas, as you can see. The name, notes, and frequency values are each enclosed in double quote marks.

OK, so why are there three commas before the 180?

The first comma after the frequencies' closing quote mark tells Spooky<sup>2</sup> that the frequency list value is now complete, and it should interpret any characters between this comma and the next one as a new value. But there's nothing there, so Spooky<sup>2</sup> looks for a value after the next comma. It finds none, so it continues beyond the last of the three commas, and finds 180 – the dwell.

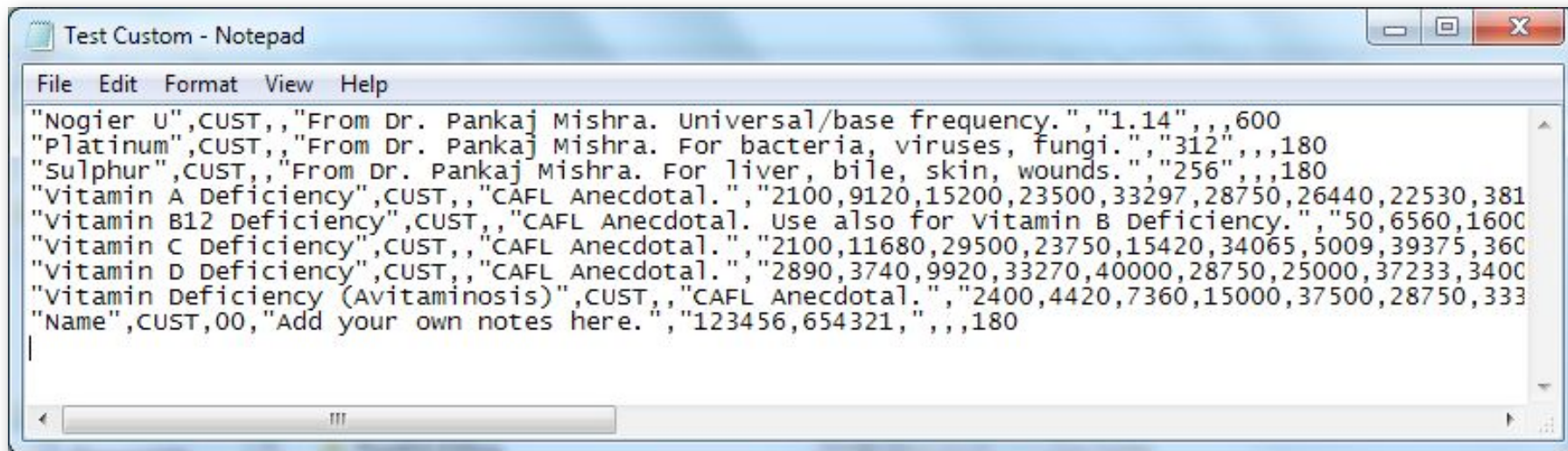
The reason for this is that the database has two optional extra values which can be used to aid searching if desired, and some of the existing frequency sets use these values. The first one is “System/Illness,” and refers either to the part of the body affected or the general name of the condition, and the second one is “Manifestation,” which either describes the physical result produced by the pathogen or illness, or the type of organism responsible for it.

Open the frequencies.csv file and scroll to *Comedones CAFL* – System/Illness is “Skin,” and Manifestation is “Blackheads.”

So, since I'm adding a frequency set to tackle the cancer BX and BY viruses, I could type *Cancer* between the first and second of the three commas, and *Virus* between the second and third commas. Or I can choose not to use these at all since a search for “cancer” will return the set in its results anyway. And this is what I've done.

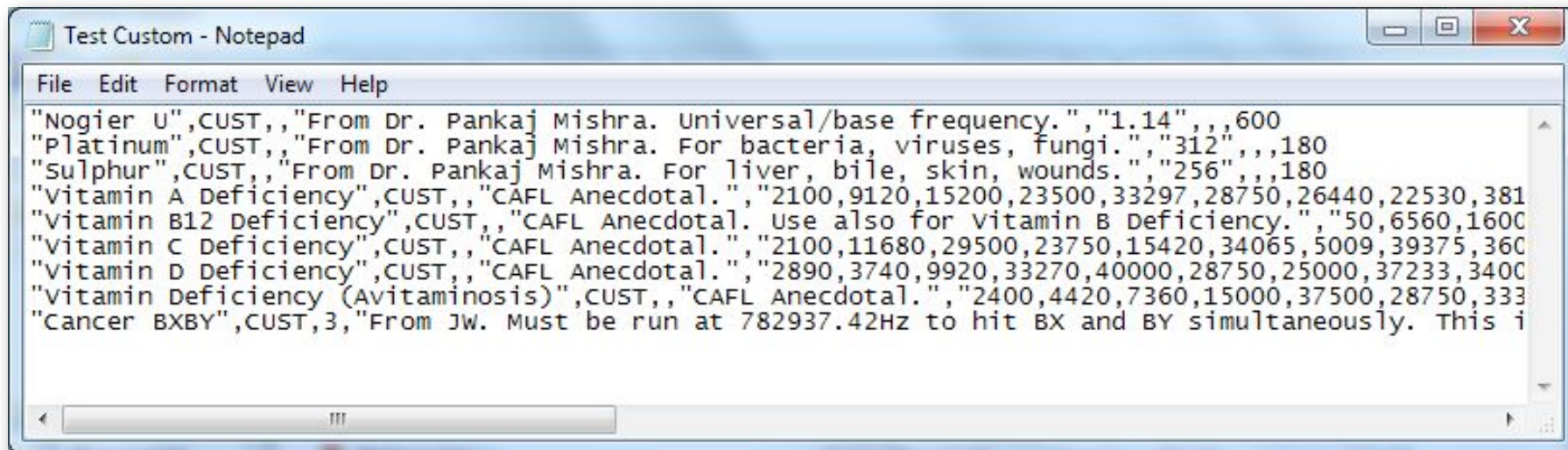
Note that this set is already present in the main database and is simply used here as an example.

For clarity and ease, I navigate to the end of the file, place the cursor at the start of the blank line at the bottom, then choose *Paste* from the Notepad *Edit* menu. And this is what I get:



```
File Edit Format View Help
"Nogier U",CUST,,"From Dr. Pankaj Mishra. Universal/base frequency.", "1.14",,,600
"Platinum",CUST,,"From Dr. Pankaj Mishra. For bacteria, viruses, fungi.", "312",,,180
"Sulphur",CUST,,"From Dr. Pankaj Mishra. For liver, bile, skin, wounds.", "256",,,180
"Vitamin A Deficiency",CUST,,"CAFL Anecdotal.", "2100,9120,15200,23500,33297,28750,26440,22530,381
"Vitamin B12 Deficiency",CUST,,"CAFL Anecdotal. Use also for Vitamin B Deficiency.", "50,6560,1600
"Vitamin C Deficiency",CUST,,"CAFL Anecdotal.", "2100,11680,29500,23750,15420,34065,5009,39375,360
"Vitamin D Deficiency",CUST,,"CAFL Anecdotal.", "2890,3740,9920,33270,40000,28750,25000,37233,3400
"Vitamin Deficiency (Avitaminosis)",CUST,,"CAFL Anecdotal.", "2400,4420,7360,15000,37500,28750,333
"Name",CUST,00,"Add your own notes here.", "123456,654321",,,180
```

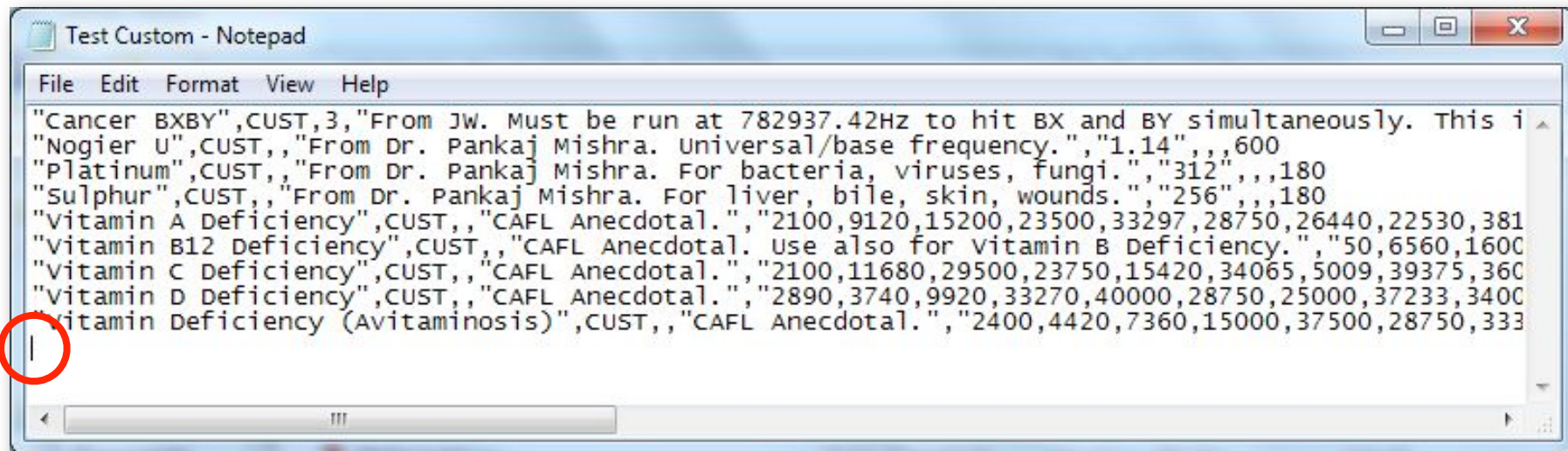
Now I select the word *Name*, and type *Cancer BXBY* in its place. The *CUST* value is fine, since this is a custom set. The dwell for the single frequency in the set is 180 seconds, so I select the *00* and type *3* – this is the total running time in minutes. I select the notes text and replace it with my own. I then select the placeholder frequencies and replace them with *782937.42*:



```
File Edit Format View Help
"Nogier U",CUST,,"From Dr. Pankaj Mishra. Universal/base frequency.", "1.14",,,600
"Platinum",CUST,,"From Dr. Pankaj Mishra. For bacteria, viruses, fungi.", "312",,,180
"Sulphur",CUST,,"From Dr. Pankaj Mishra. For liver, bile, skin, wounds.", "256",,,180
"Vitamin A Deficiency",CUST,,"CAFL Anecdotal.", "2100,9120,15200,23500,33297,28750,26440,22530,381
"Vitamin B12 Deficiency",CUST,,"CAFL Anecdotal. Use also for Vitamin B Deficiency.", "50,6560,1600
"Vitamin C Deficiency",CUST,,"CAFL Anecdotal.", "2100,11680,29500,23750,15420,34065,5009,39375,360
"Vitamin D Deficiency",CUST,,"CAFL Anecdotal.", "2890,3740,9920,33270,40000,28750,25000,37233,3400
"Vitamin Deficiency (Avitaminosis)",CUST,,"CAFL Anecdotal.", "2400,4420,7360,15000,37500,28750,333
"Cancer BXBY",CUST,3,"From JW. Must be run at 782937.42Hz to hit BX and BY simultaneously. This i
```

But I'm not quite finished yet. When Spooky<sup>2</sup> launches, it reads the main database into memory first. Then it adds the custom database by tacking it onto the bottom of the main file. If I leave things as they are above, and later add another bunch of cancer sets, my searches for "cancer" will find them all, but those from my custom database may not be in correct alphabetical order.

So at this stage I select the entire line of the new entry, then choose *Cut* from the Notepad *Edit* menu. I insert the cursor in the correct alphabetical sorting position in the custom file for the new set – in this case, it's right at the top – then I choose *Paste* from the *Edit* menu. And this is what I get:



Finally, I check to see that the blank line at the end of the file is still there. If it's not, Spooky<sup>2</sup> will report a loading error when it tries to read the custom database file because it expects to see a carriage return/new line control character at the end of every line – including the last one.

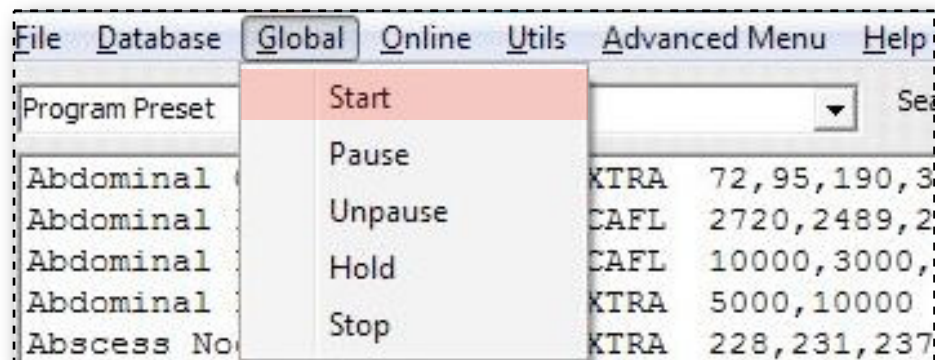
I check by clicking into the space below the last line. If the blinking cursor appears, as it does above circled in red, then I'm OK to go ahead and save the file. If not, I must position the cursor at the very end of the last entry's line – Vitamin Deficiency (Avitaminosis) above – then hit the Return key on my keyboard. This gives me a new blank line at the bottom of the file.

Once you've done this a couple of times, you'll find it's faster and less bewildering than using the database editor.

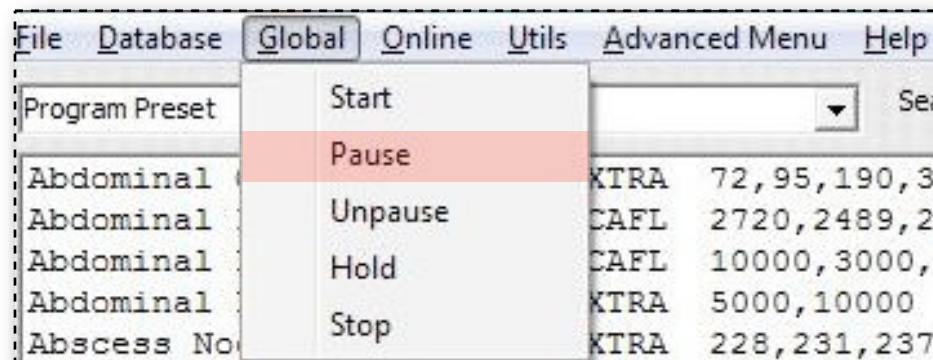


## Global Menu:

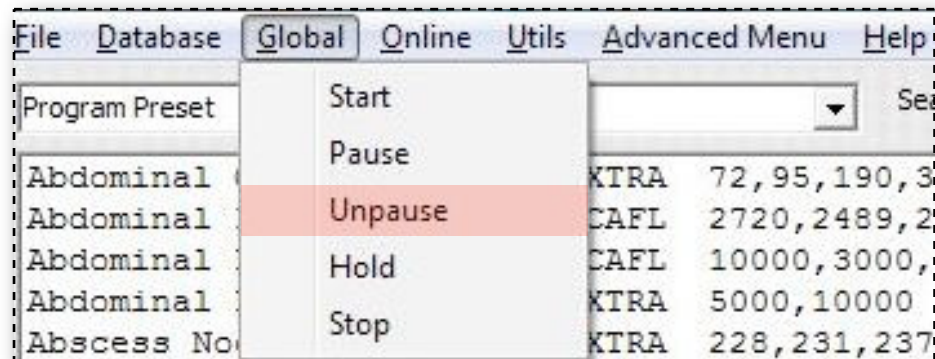
These five commands allow you to control the “transport” of multiple generators with a single operation. With four generators, you can start or stop them all at the same time by choosing a command here rather than opening the **Channels** one after another.



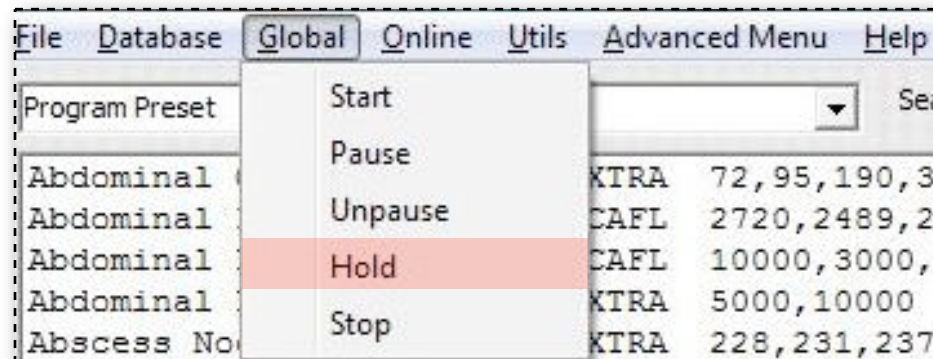
1. Choose **Start** to fire up all the generators in your Spooky2 rig at the same time.



2. Choose **Pause** to temporarily stop all the generators without losing positions reached in their Programs.

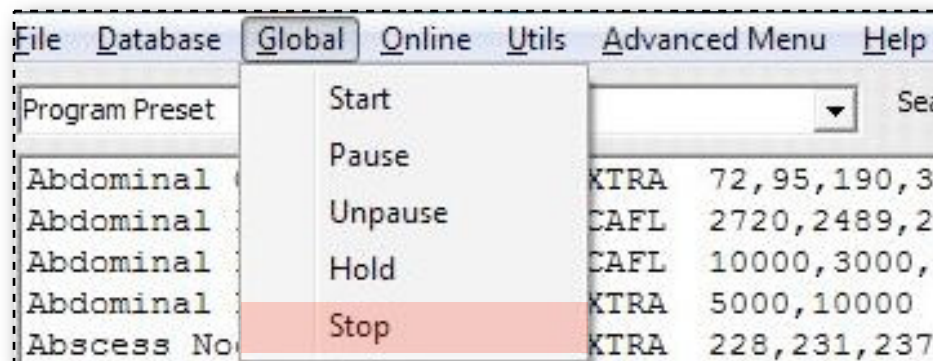


3. Choose **Unpause** to resume transmission on all Paused generators.



4. Choose **Hold** to remain on current frequencies on all generators – this stays in force until you choose **Hold** again.

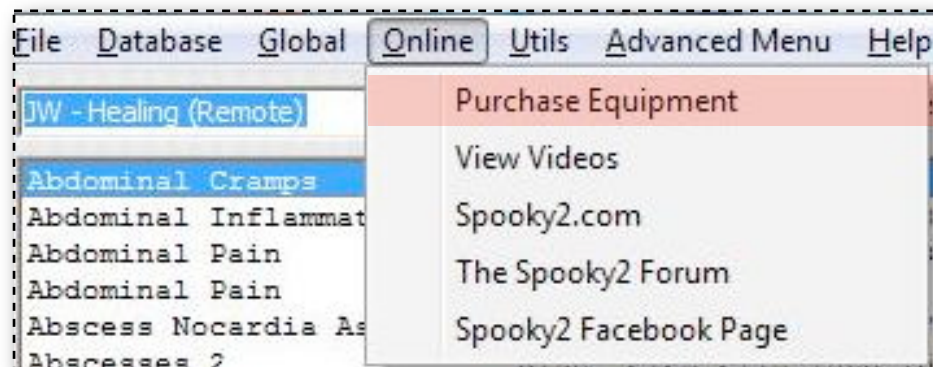




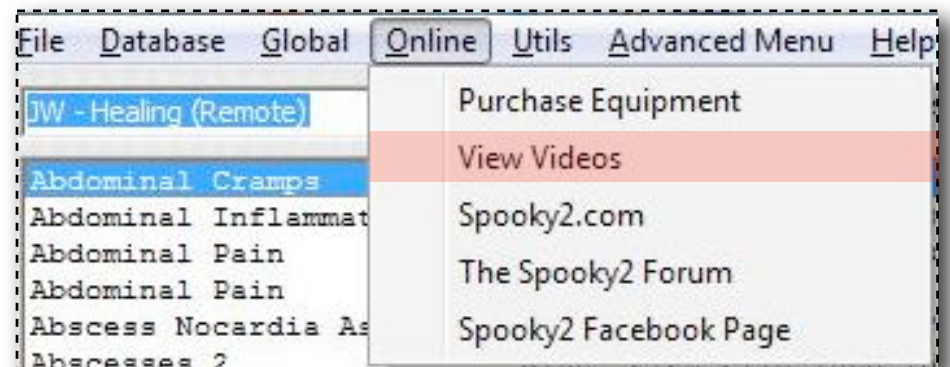
4. Choose **Stop** to end Programs on all your generators at the same time.

### Online Menu:

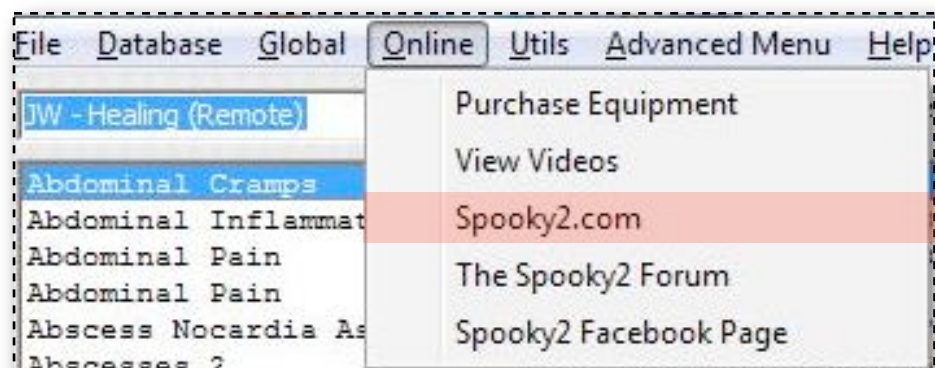
If your PC is connected to the internet, these five commands will be very useful for Spooky2-related tasks. For each command, Spooky2 will launch your browser (or open a new window/tab if it's already running).



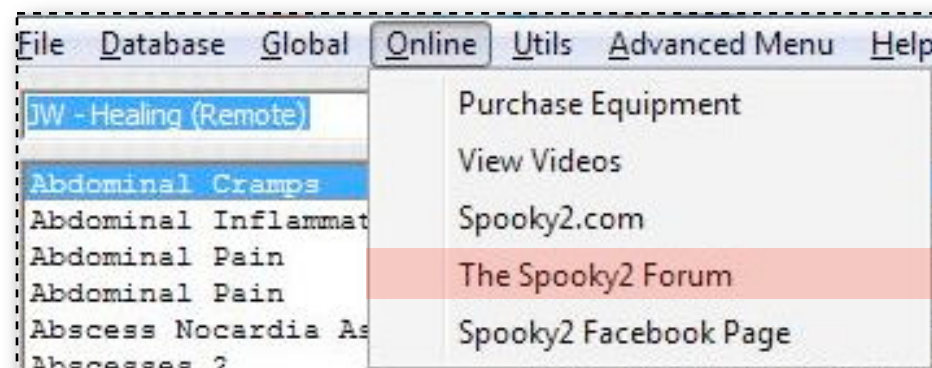
1. This will take you to the Spooky2-Mall website where you can buy all the components of the Spooky2 Rife System.



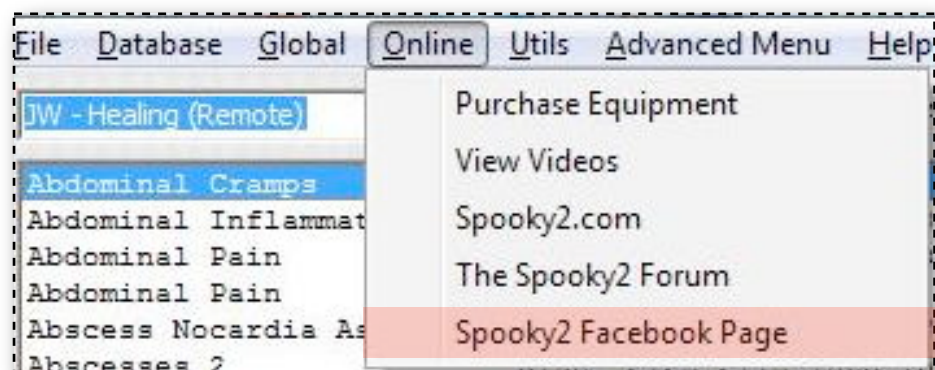
2. This will take you to the Spooky2 Vimeo Channel where you can watch instructional videos.



3. This command takes you to the Spooky<sup>2</sup>.com website for the latest information and downloads.



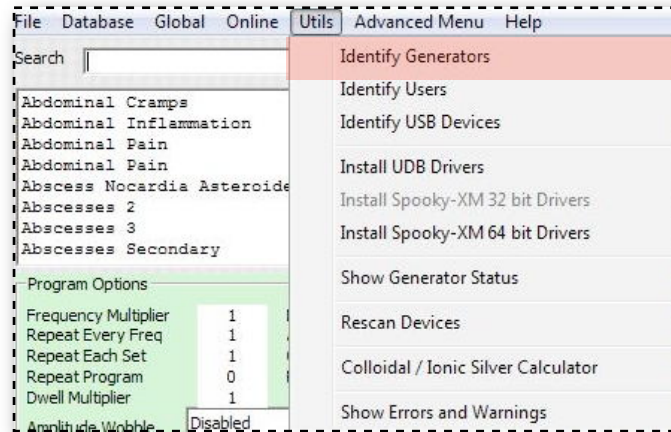
4. This will take you to the Spooky<sup>2</sup> Forum entrance page where you can then log in.



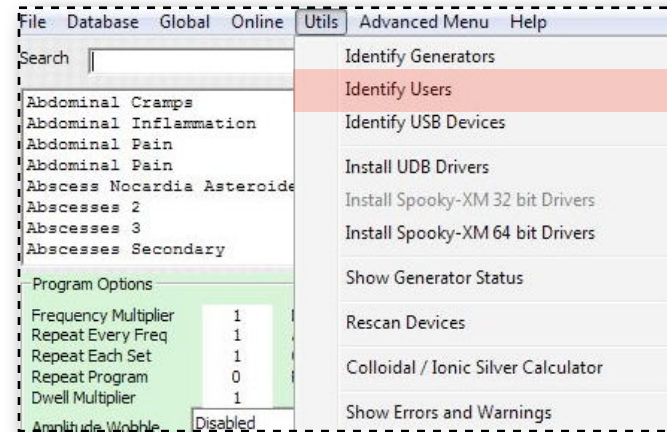
5. This command will take you to the original Spooky<sup>2</sup> Facebook page.

## Utils Menu:

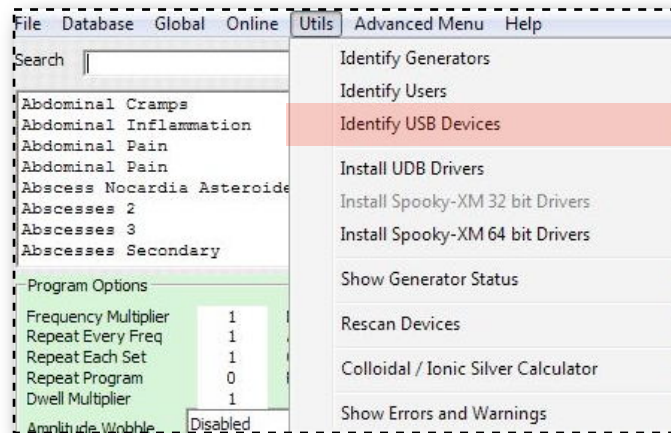
These 10 commands install drivers, show you which generator is being controlled by which **Channel**, and more.



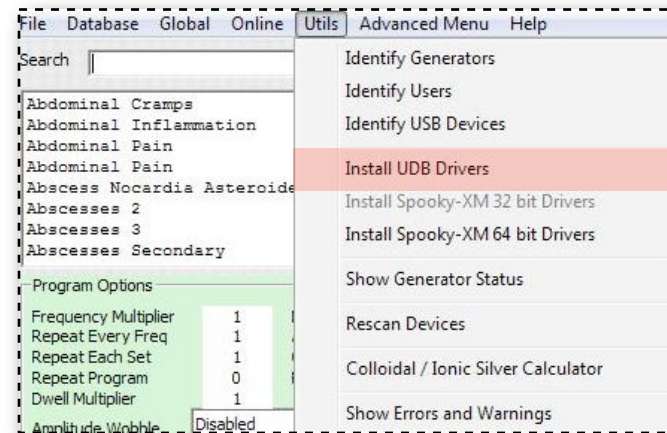
**1. Identify Generators** replaces the rightmost “0” in stopped generator display “F=” lines with their Channel numbers.



**2. Identify Users** will produce a list of subject names. Useful for clinicians using the **Preset** menu for Subject info.

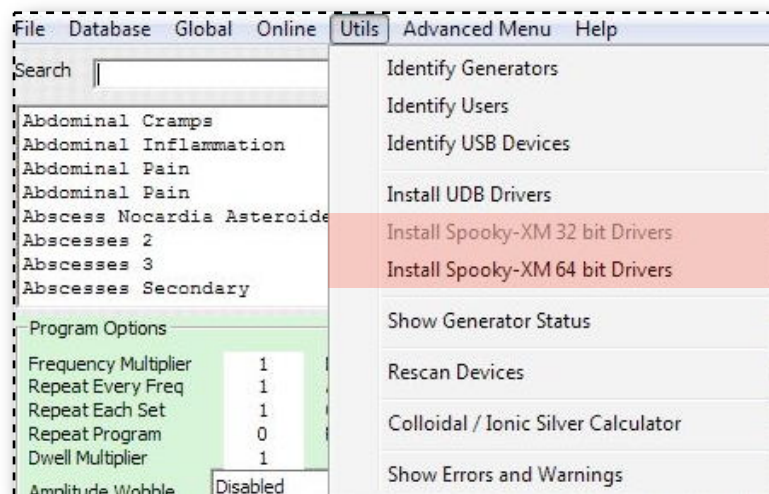


**3. Identify USB Devices** opens USBView, a small program that lets you see what USB peripherals are connected.

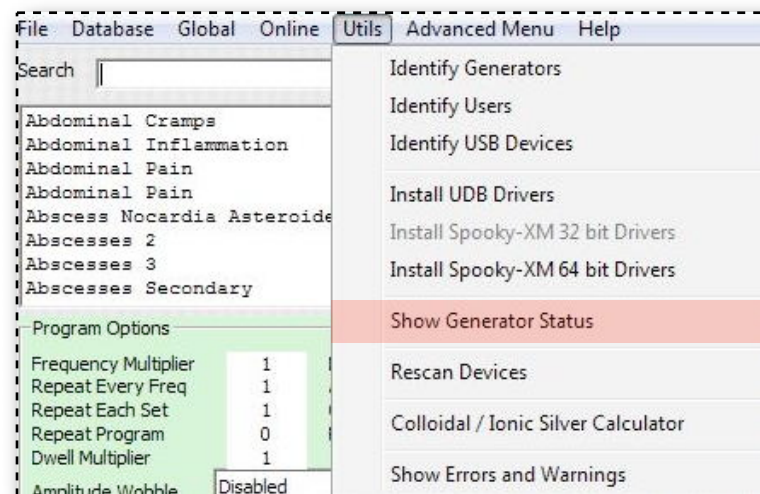


**4. As its name suggests, the Install UDB Drivers** command installs drivers for the UDB1108S generator.

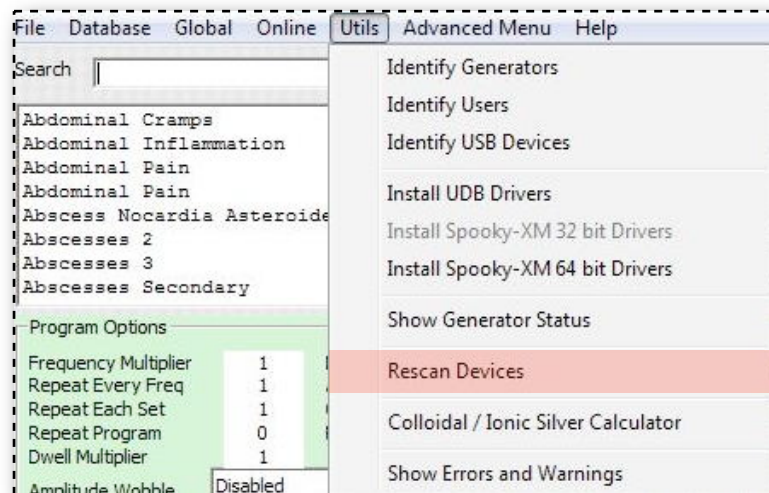
[Back to contents](#)



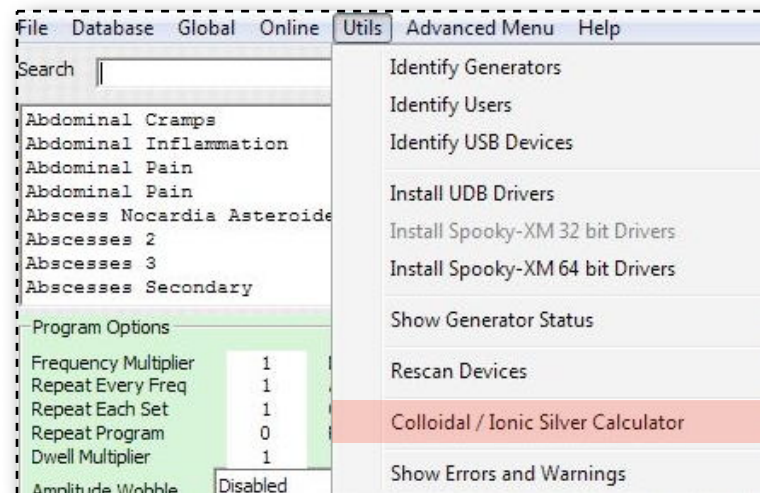
**5 & 6.** Whichever of these two commands is available (not grey) will install appropriate Spooky<sup>2</sup>–5M drivers.



**7.** Opens a window showing the frequencies and voltage for both Outs on each generator which can be saved to file.

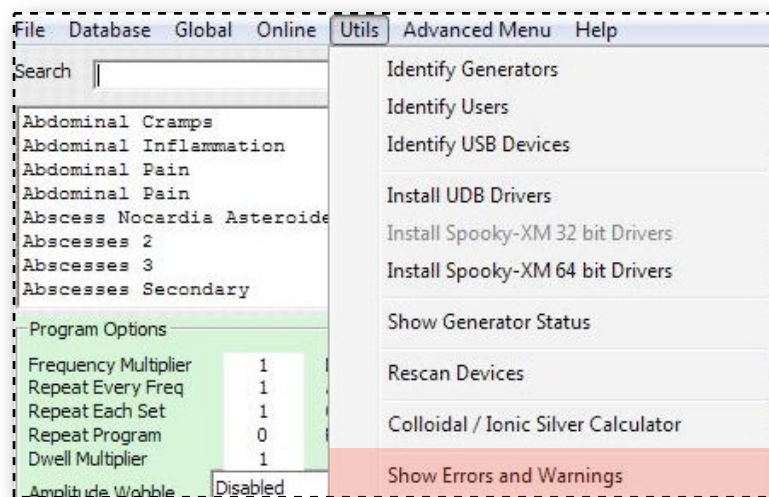


**8.** Sends a “handshake” signal to an offline generator, bringing it back online without having to stop your entire rig.

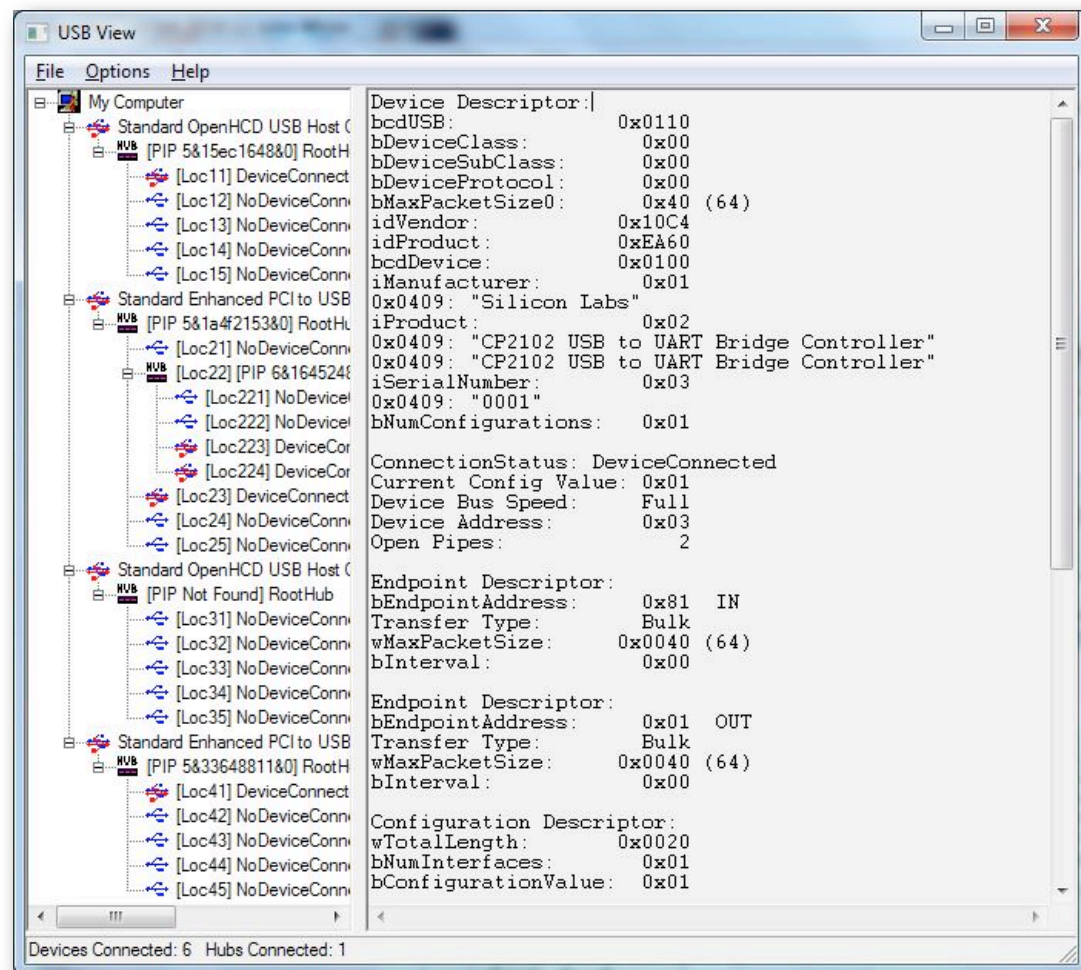


**9.** Opens a window which allows you to enter information to find the optimum values for making colloidal silver.



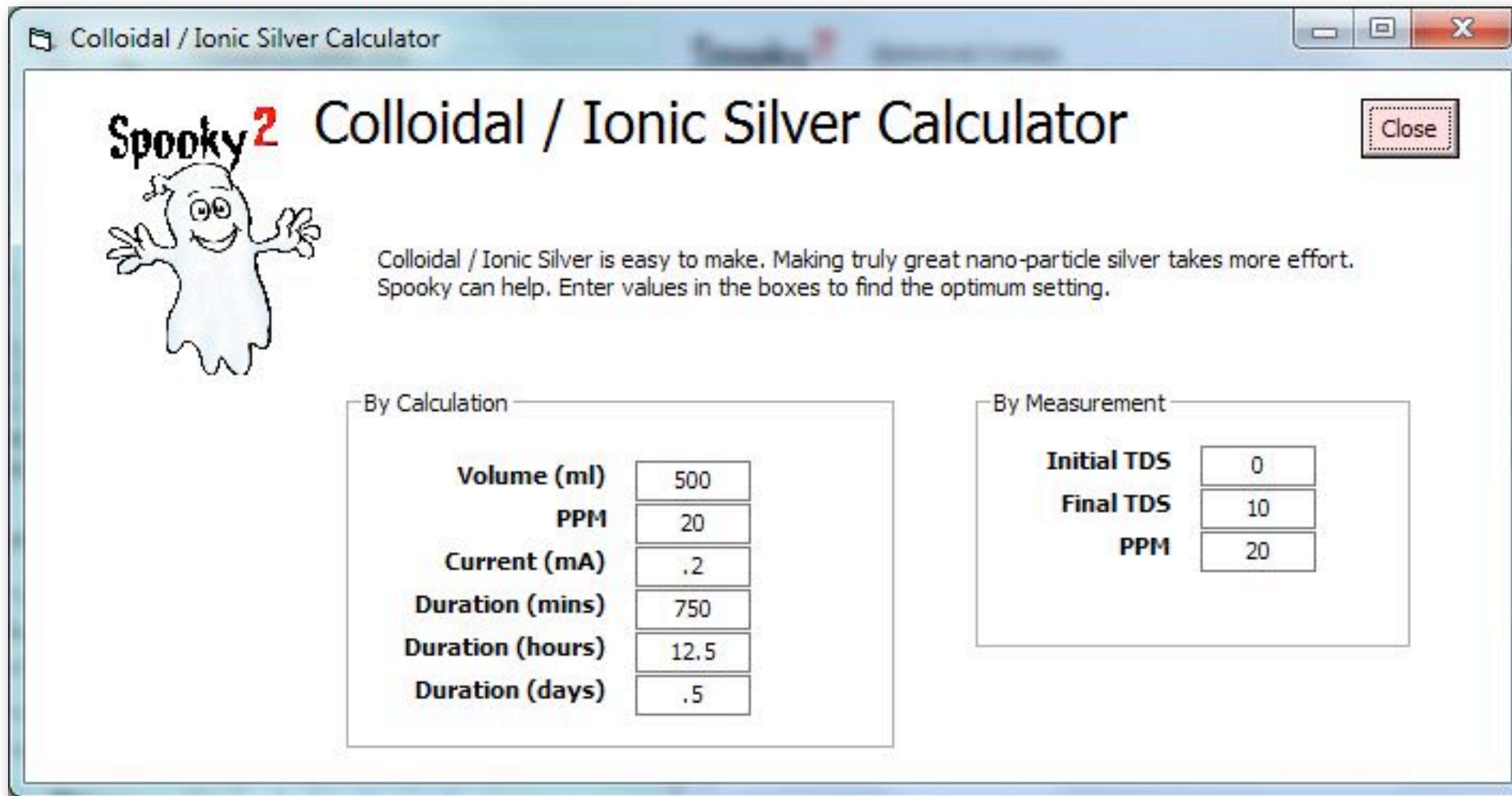


10. Opens a list of **Channel** errors and warnings.  
This may be saved to file wherever you wish.



3. This is the USBView window that opens when you select **Identify USB Devices**. It allows you to see and save all your USB information.

9. This is the window which opens when you choose the Colloidal/Ionic Silver Calculator command.



**Spooky<sup>2</sup> Colloidal / Ionic Silver Calculator**

Colloidal / Ionic Silver is easy to make. Making truly great nano-particle silver takes more effort. Spooky can help. Enter values in the boxes to find the optimum setting.

**By Calculation**

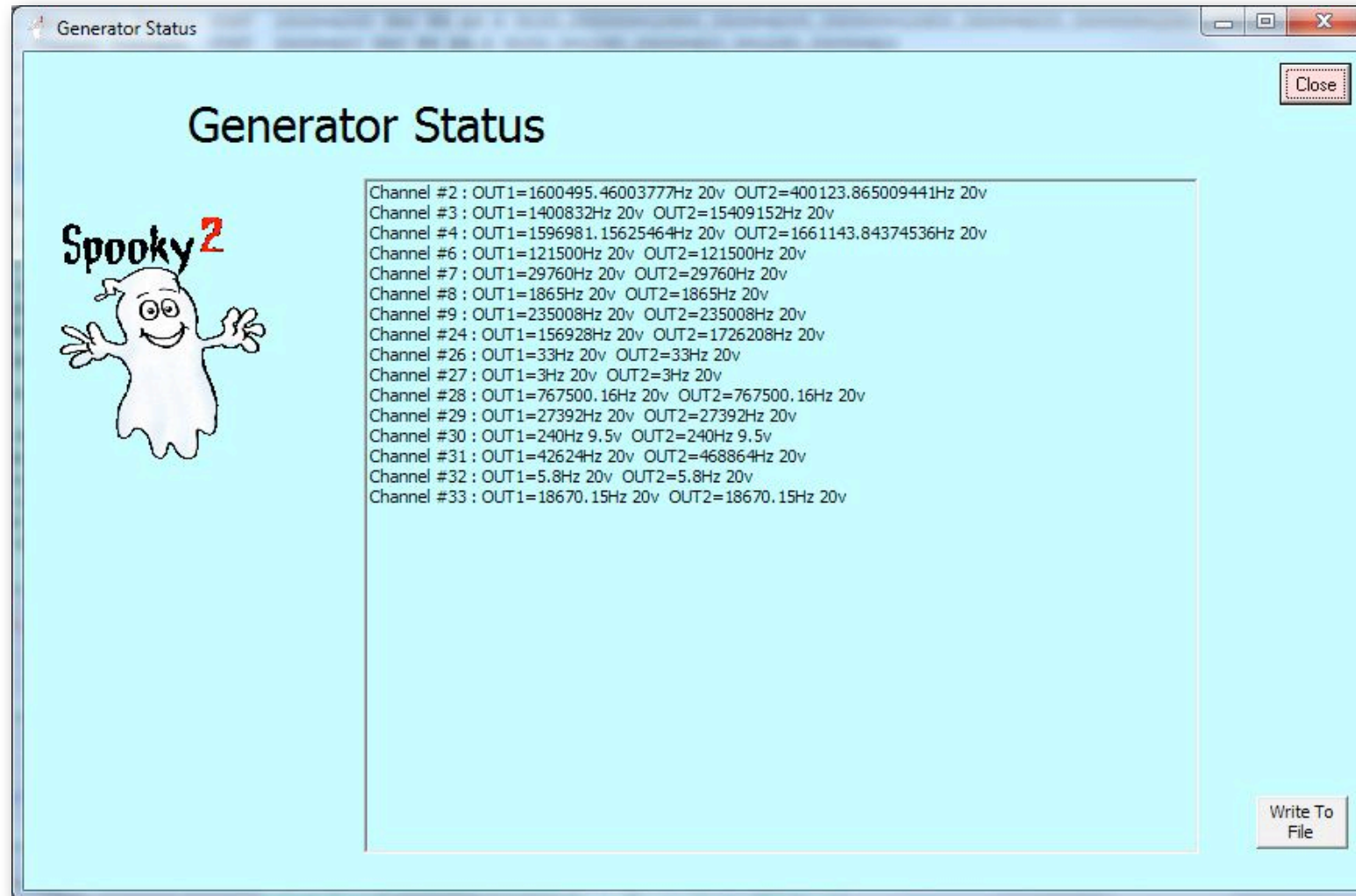
<b>Volume (ml)</b>	500
<b>PPM</b>	20
<b>Current (mA)</b>	.2
<b>Duration (mins)</b>	750
<b>Duration (hours)</b>	12.5
<b>Duration (days)</b>	.5

**By Measurement**

<b>Initial TDS</b>	0
<b>Final TDS</b>	10
<b>PPM</b>	20

By entering parameters here, this handy calculator will show you the values you need to use to generate colloidal/ionic silver of the quality you desire. Spooky<sup>2</sup>'s Colloidal/Ionic Silver Generation system features in its own section later [here](#) in this Guide.

**2, 5, & 8.** These commands open new windows – **Identify Users**, **Show Generator Status**, and **Show Errors and Warnings**. Since they are very similar to each other, we'll just take a look at **Show Generator Status**:



When you choose **Show Generator Status**, Spooky<sup>2</sup> takes a “snapshot” of the frequencies and voltages being transmitted from both Outs of each generator.

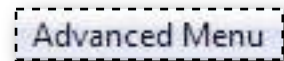
This snapshot can be saved as a plain text file named “GeneratorStatus.txt.”

**Generator Status Reports and Errors and Warnings Reports** can be saved to file.

A file dialog will open when the save is initiated, allowing you to store the information wherever you please.

## Advanced Menu:

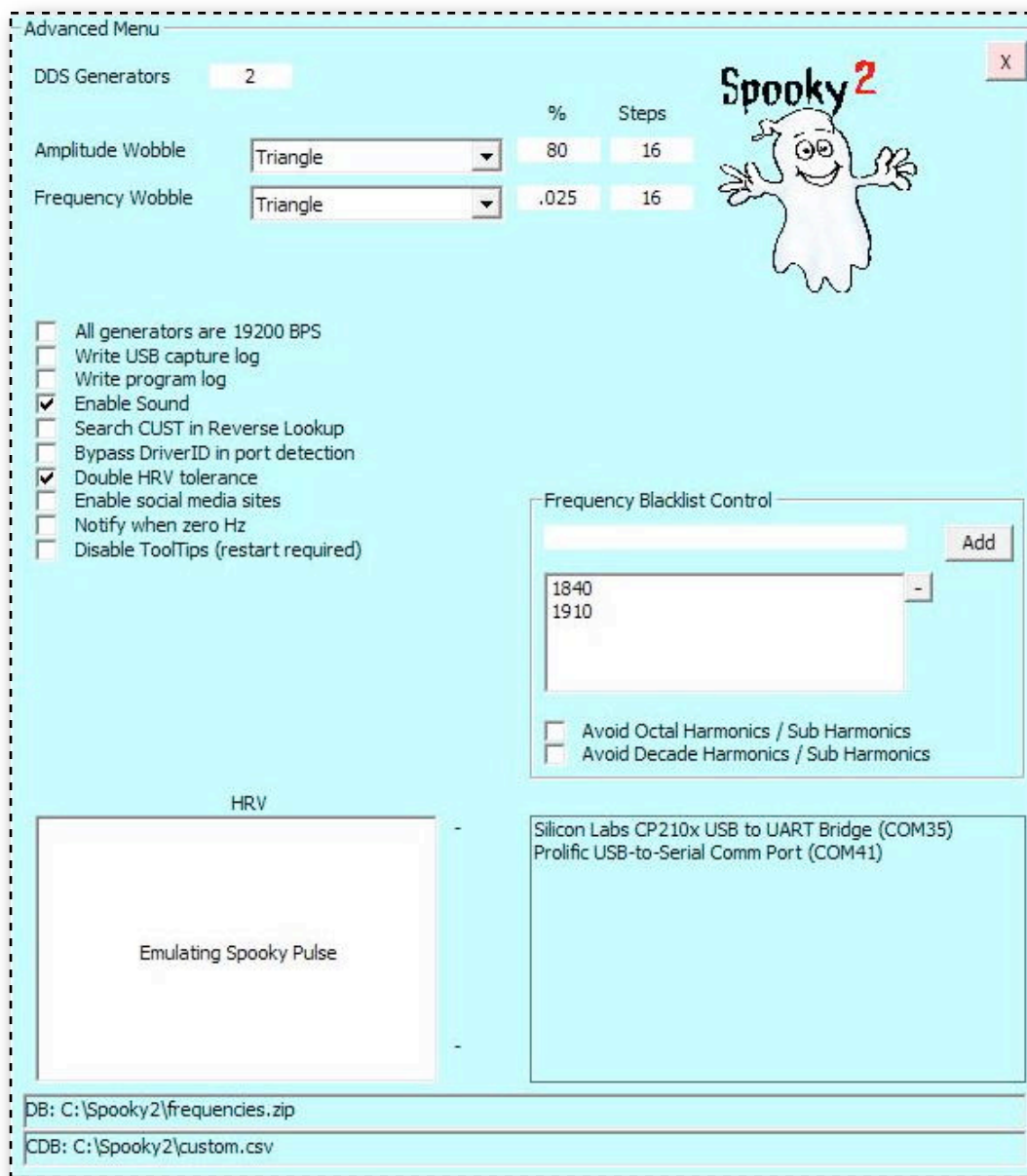
You'll find many powerful and useful goodies tucked away in here, ranging from troubleshooting tools to controls for setting up momentary Channel Control panel toggle buttons to apply amplitude and/or frequency wobbles.



This menu is different from all the others. When you click it, there's no drop-down list of commands shown. Instead, a new window opens. Although it isn't strictly speaking a menu, it's always been called the Advanced Menu. Inside it, among other features, you get:

- ▶ **Enable Sound** control – this enables or disables Spooky<sup>2</sup>'s launch sound, the biofeedback scan completion alert, and all error report audio alerts. It also allows Spooky<sup>2</sup> to “beep” when a 0Hz frequency starts transmission, and on Program completion.
- ▶ Global controls for **Amplitude Wobble** – this wobble is applied with the toggle button in the Channel Control panel.
- ▶ Global controls for **Frequency Wobble** – also applied as a toggle in the Channel Control panel.
- ▶ **All generators are 19200 BPS** – used to ensure smooth operation of UDB generators with slower USB speeds.
- ▶ **Utility Controls** for important functions like writing a USB communications or program log for troubleshooting.
- ▶ Control to enable a social media site links pane.
- ▶ **Frequency Blacklist Control** – used to block Spooky<sup>2</sup> from ever transmitting specified frequencies.
- ▶ Blacklist sub-options for harmonics.
- ▶ A **Graph** for some important Spooky Pulse functions, plus a HRV tolerance control.
- ▶ A driver load check pane – useful for Channel/driver troubleshooting. When a Spooky Pulse is connected before launching Spooky<sup>2</sup>, you will see the line “*Spooky Pulse detected*” here.
- ▶ Main database file paths – these show the exact locations of the currently loaded databases.
- ▶ A count of all frequency sets contained in both main and custom databases.





**DDS Generators:** enter the number of physical generators you have connected here – this speeds up Spooky<sup>2</sup> launches.

**Amplitude & Frequency Wobbles:** these prevent organisms from becoming adapted to frequencies. These controls are separate from those in the **Channel's Program Options** pane. They will only be applied when you click the **Amplitude** and **Frequency Wobble** toggle buttons in a **Channel Control Panel**.

**All generators are 19200 BPS:** allows Spooky<sup>2</sup> to drive UDBs with slower v4.2 firmware.

**Write USB capture log:** logs all Spooky<sup>2</sup> USB traffic.

**Write program log:** writes a complete record of Spooky<sup>2</sup> activity to a log file. Both logs are saved to the Data folder.

**Enable Sound:** activates start-up sound and audio alerts for scan completion, errors, 0Hz transmission, and Program completion.

**Search CUST in Reverse Lookup:** when ticked, sets labelled CUST will be included in Reverse Lookups.

**Bypass DriverID in port detection:** future Linux use.

**Double HRV tolerance:** if you have a naturally high HRV, this can result in many “Data Error” reports. Use this option to allow successful scan completions.

**Enable social media sites:** tick to display the Web Pane with eight social media sites in Spooky2’s main window.

**Notify when zero Hz:** Spooky2 will beep when starting a frequency of 0Hz. Useful for zapping and set design.

**Disable ToolTips:** relaunch Spooky2 after checking this.

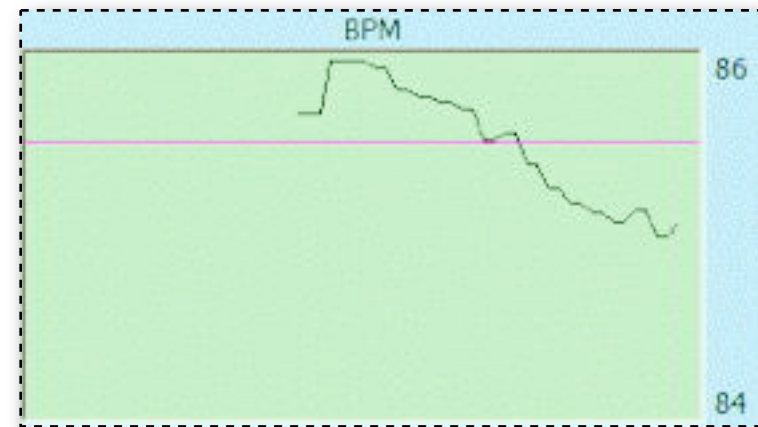
**Frequency Blacklist Control:** a very few frequencies are known to cause problems. Two to enter into this list are 1840Hz and 1910Hz – both can cause malignancy growth.

You can avoid octal and scalar harmonics by checking their boxes if you wish. However, this can result in very important frequencies being skipped in some Programs.

To enter a blacklisted frequency, click in the top field and type it, then click the **Add** button. To remove all frequencies from your blacklist and start over, click the – **Button** top right.

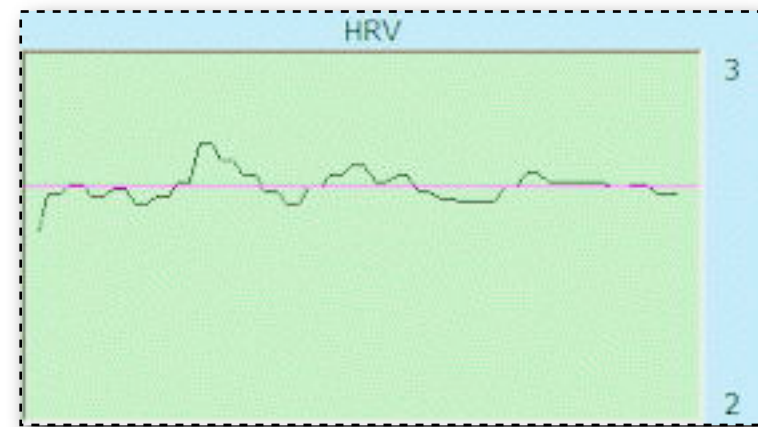
**Graph Pane:** Click on the pane to show the Graph below. If Spooky Pulse is connected, this displays a scrolling graph of your Biofeedback Scan **Use Pulse** choice. If not, you’ll see the text “Emulating Spooky Pulse.”

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This Graph show the BPM, and it’s the same one shown in the **Biofeedback Scan** pane in the **Channel Control Panel**.

Clicking the Graph starts and stops the scrolling display. Now here’s the Graph that’s shown when you choose HRV:



Note the two different scales to the right of each Graph.

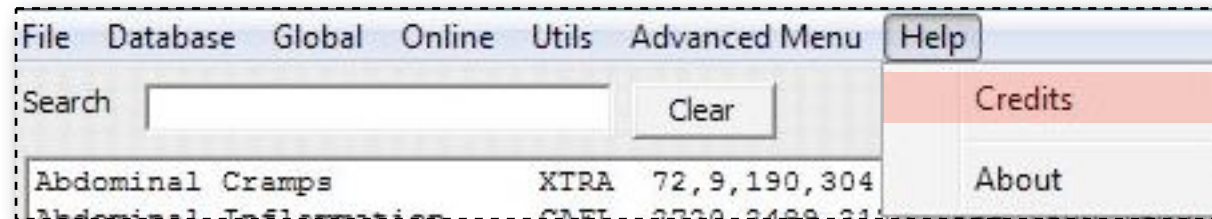
Refresh rates for running **Channels** will slow to the subject's pulse rate. It's advisable hide the Graph by closing the **Advanced Menu** if you require fast feathering or gating.

**Driver Load Check Pane:** this shows an entry for each driver load on all **Channels** (including Spooky Pulse). Check this if you're having generator communication problems.

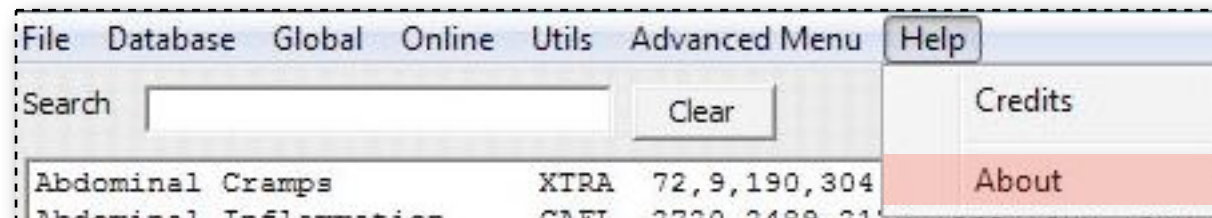
**DB:** This shows the file path for the currently loaded main database.

**DBC:** This is the total number of frequency sets contained in your main and custom databases.

### Help Menu:

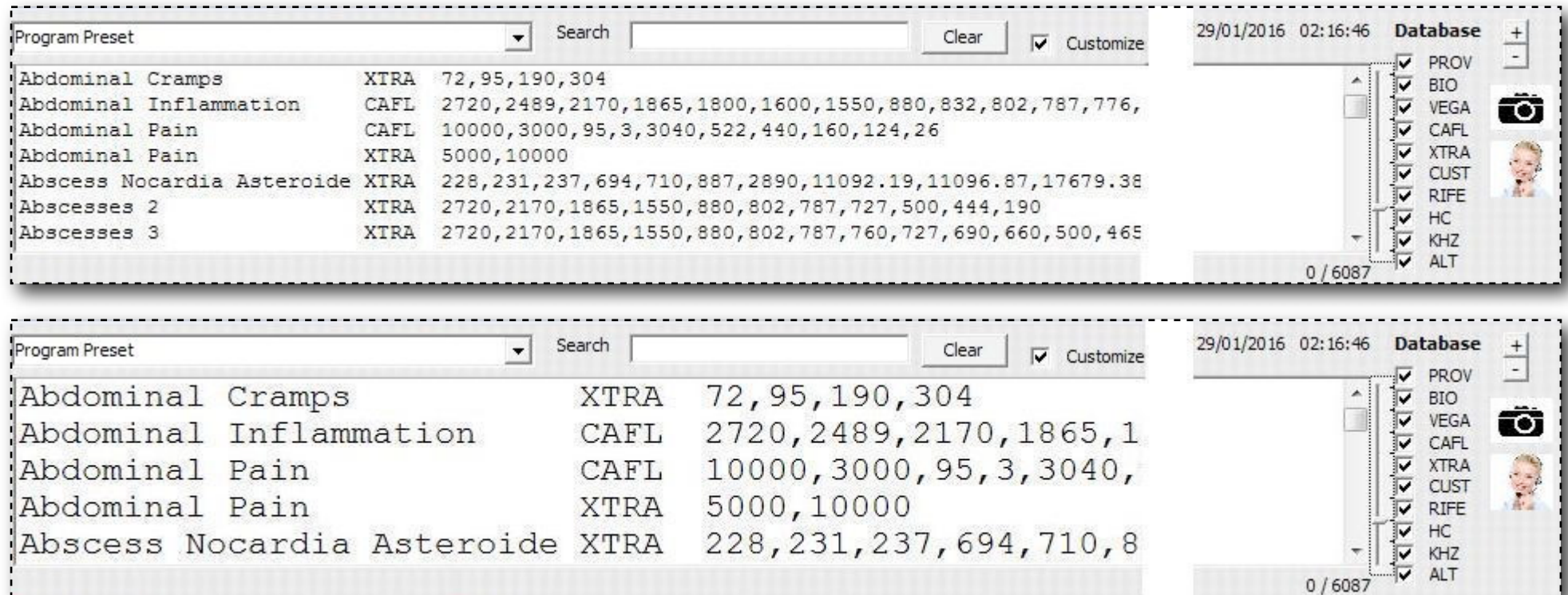


The **Credits** command opens a window with information about the people who develop and support the Spooky<sup>2</sup> Rife System.



Spooky<sup>2</sup> is normally updated on the first day of every month, with occasional releases inbetween. The **About** command brings up a window that shows the release date of the version you're currently using.

## Conditions & Database



The top graphic shows the **Conditions List** when the **Font Size Slider** (left) is set to 10pt. The one beneath it shows its highest position (16pt). Sizes increment by one point from 8pt to 16pt. Grab the slider handle to show the font size.

**Preset Menu:** to the right of the **Search** field, the **Program Presets Menu** allows access to Presets from Simple View.

**Search:** When Spooky<sup>2</sup> launches, the main and custom databases load into the **Conditions List**. If you enter a word or partial word associated with the condition, both are searched. Set names, text in **Additional Notes**, and Organ/System and Illness text fields (if used) are searched. A search for a frequency will return all sets in which that frequency is used. The search results will replace the contents of the **Conditions List**. Results can be loaded by double clicking them.





**Customise Checkbox:** activating this will switch from **Simple View** to **Details View**. Deactivating it will do the reverse.

**Clear Button:** click this to remove the **Search** term and results, and return both databases to the **Conditions List**.

**Date & Time:** the current date and time is shown at the top right.

**Database:** Spooky<sup>2</sup>'s main database is made up of 10 sub-databases. To include them all in your searches, click the + **Button**. You can also check only those you want. To deselect all at once so you can quickly select just a few to search, click the – **Button**.

- ▶ PROV has produced consistent results in virtually all subjects it was used with.
- ▶ BIO and VEGA are both excellent, based on Russian frequency research.
- ▶ CAFL is the Consolidated Annotated Frequency List, amassed from the experience of Rife experimenters over years.
- ▶ XTRA is a collection of sets from various sources, all chosen for their reputation for effectiveness.
- ▶ CUST is your own personal database.
- ▶ RIFE is a collection of Dr. Royal Raymond Rife's original frequencies.
- ▶ HC is Dr. Hulda Clark's database. Use with a square wave, 100% positive Offset, and Amplitude of 9.5.
- ▶ KHZ is a collection of higher frequencies. Use with a square or inverse sawtooth wave, 100% positive Offset, and Amplitude of 9.5.
- ▶ ALT consists of sets based on Ayurvedic knowledge and practise, solfeggios, and planetary frequencies.



The **Screenshot Button** makes a screenshot of the Spooky<sup>2</sup> window and saves it to Spooky<sup>2</sup>'s Data folder as a JPG file.



The **Support Button** sends an email to the Spooky<sup>2</sup> Support Hub – this contains an error report, generator status information, and a screenshot. Note that a POPmail desktop email client is required for this.

**Conditions List:** displays the main and custom database files if the **Search** field is empty. Displays results of **Search**.

**Selection/Count:** the first numeral is always the line count from the top of the **Conditions List** pane when a selection is made. When the **Search** field is blank, the second numeral is the number of frequency sets contained in both databases. When a search has been performed, this changes to the total number of results returned.

## Program Options

This is Spooky2's “dashboard,” providing complete control. From here on every **Channel**, you can:

- ▶ Transpose a Program manually or automatically.
- ▶ Repeat frequencies, sets, Programs.
- ▶ Set **Duty Cycle** for both **Outputs**.
- ▶ Set **Amplitude** and **Offset** (5M generators only).
- ▶ Set **Phase Angle** for both **Outputs**.
- ▶ Enable and configure **Amplitude** and **Frequency Wobbles**.
- ▶ Configure action for out-of-range frequencies.
- ▶ Enable **Gate** for one or both Outs.
- ▶ Prevent transmission of duplicates.
- ▶ Set a Channel to **Autostart**.
- ▶ Choose from a large list of frequency modulations.
- ▶ **Sort** frequencies ascending or descending, or leave as listed.
- ▶ Assign, configure, view, and design custom **Waveforms** for each **Output**.
- ▶ Control frequency/voltage relationships between **Outputs**.

**Program Options**

Frequency Multiplier: 1  
 Repeat Every Freq: 1  
 Repeat Each Set: 1  
 Repeat Program: 0  
 Dwell Multiplier: 1

Duty Cycle: 50 %  
 Amplitude: 5 V  
 Offset: 0 %  
 Phase Angle: 0

Frequency Limits (Hz):  
 > 0  
 < 0  
 Use Harmonic Type: Hex  
 \* = Experimental  
 Apply

Amplitude Wobble: Disabled  
 Frequency Wobble: Disabled

Amplitude Ramp: 5  
 Pause From: 08:01 pm to 08:01 pm  
 Up Down

Out 1: 0  
 Out 2: (Out 1 X 1) + 0 Hz  
 Out 2: (Out 1 X 1) + 0 Volts  
 Swap Waveform: 0 Seconds  
 Swap Frequencies + Amplitudes for Out 1 and Out 2

Out 1: 0  
 Out 2: 4 Hz Gate  
 Reduce Amplitude < 10 kHz  
 Skip Concurrent Duplicate Freq  
 Remove Duplicate Frequencies  
 Autostart

Waveform: 1 X  
 AlphaStim Wave  
 AlphaStim Wave  
 Follow Out 1  
 Spike+Sync  
 Inverse+Sync

Spike Length Ratio: 0 2  
 Spectrum: %

F2 = F1 X 1 Hz 0  
 Add F1 to F2

This is a lot of information to try to take in at once, so let's break the **Program Options Pane** down into its component parts:

Frequency Multiplier	1
Repeat Every Freq	1
Repeat Each Set	1
Repeat Program	0
Dwell Multiplier	.33

**Frequency Multiplier:** used to multiply all frequencies. Decimals without limit can be input – an easy way to convert a set to octal or scalar harmonics without

having to calculate individual values or edit the set.

Most of the frequencies we use today were originally developed on Rife machines that could only transmit up to 10,000Hz or 100,000Hz. Since Dr. Rife and Dr. Hulda Clark discovered that the fundamental frequencies of pathogens and parasites were up in the MHz range – which Spooky<sup>2</sup> *can* transmit – this means that the frequencies we're using are actually very low subharmonics, and thus not as powerful as the much higher fundamentals.

Here's what John White says: "**Frequency Multipliers** should be set to an octal harmonic, not a random number like 200. These numbers are 1, 2, 4, 8, 16, 32, etc. I find it best if I use a large number like 32768 and set **Frequency Limits** to the highest frequency of interest, normally around 2 MHz – then I apply **Octal Subharmonics**. Works a charm."

**Repeat Every Freq/Each Set/Program:** Enter the number of frequency, set, and Program repeats required. A value of 0 for **Repeat Program** will loop the Program indefinitely. Use values appropriate for the transmission mode you're using.

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**Dwell Multiplier:** changes run-time dwells for all frequencies in a Program. A value of 0.25 will cause your Program to transmit in one-quarter of its normal time.

This enables you to increase or reduce all the dwell times in your complete Program – this includes default dwells and any coded into the sets. It's mostly used to *reduce* dwell times because experienced users found that the enhanced power of the Spooky Remote produced the same results as the old DNA Holder in as little as one-third of the time.

This means you can achieve results in 20 minutes that used to take an hour. To reduce the dwell to one-third, enter ".33." For half the dwell, enter ".5," and so on.

The reason we haven't simply changed all the dwells in the database is because not everyone can use a Spooky Remote – many frequency-sensitive people still use the older DNA Holders because they find Spooky Remote too powerful for them.

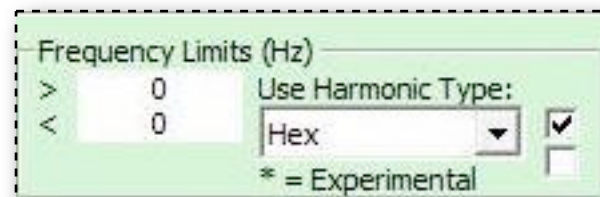
	Out 1	Out 2	
Duty Cycle	50	50	%
Amplitude	5	5	V
Offset	0	0	%
Phase Angle	0	0	°

**Duty Cycle** dictates a wave's on/off status – 50% means it's "on" for half its cycle. This changes the wave's energy content.

**Amplitude and Offset:** enter Amplitude and Offset values for a Spooky<sup>2</sup>–5M. Offset is normally 0 for Remote and Contact, and 100 for Plasma (and Zapper sets). The UDB1108S generator must be manually set up.

**Phase Angle:** requires both OUTs. Useful when driving an external device that can mix both signals – the difference between two out-of-phase waves can create harmonics that hit Mortal Oscillatory Rates. For techies only.

**Frequency Limits:** for best effect, use high frequencies for killing. Dr. Rife and Dr. Clark found that the fundamental



frequencies of most organisms were in the KHz range. But past tech limitations meant that only low sub-harmonics

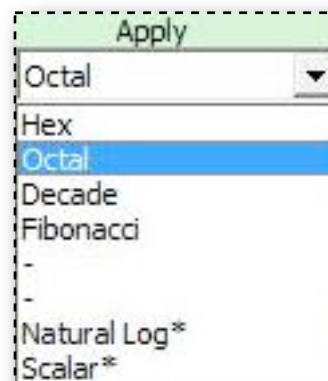
could be used on most machines. Entering appropriate delimiters in the < and > fields solves this problem.

Depending on your choice of harmonic type, Spooky<sup>2</sup> will automatically transpose your frequencies – low frequencies are raised to their lowest harmonic above the value entered in the < field, and high ones are lowered to their highest sub-harmonic below the value in the > field.

The top checkbox applies the limits to Out 1, while the lower one applies them to Out 2.

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Six different types of harmonics can be generated: **Hex**, **Octal**, **Decade**, **Fibonacci**, **Natural Log**, and **Scalar**:



**Hex:** hexadecimal – number system based on 16, the only Octal that's a product of two different Fibonacci numbers (2 and 8). It's like Octal on steroids! So it comes very highly recommended, and tops the list.

**Octal:** our technical tests prove that octals work, and the right ones can work wonders.

**Decade:** numbering based on 10, a product of the Fibonacci numbers 2 and 5. This system also works very well.

**Fibonacci:** the number system that underlies all organic life's growth patterns. As you'd expect, this also works superbly.

**Natural Log\*:** based on the formula  $1 + 1/(1 \times 2) + 1/(1 \times 2 \times 3) + 1/(1 \times 2 \times 3 \times 4) + 1/(1 \times 2 \times 3 \times 4 \times 5) \dots$  etc.

**Scalar\*:** system based on the constants  $\exp(3)$ ,  $\exp(6)$ , and  $\exp(9)$ . In our technical tests, scalar harmonics remain unproven.

The asterisk (\*) denotes “Experimental,” which essentially means not proven to our satisfaction. The dash (–) entries are placeholders for future useful additions.



**Wobbles:** some pathogens can adapt to frequency attack.



The answer is to apply **Amplitude** and/or **Frequency Wobbles** to rapidly change the signal strength and frequency. When set here, wobbles apply once the **Channel** is running.

**Amplitude** and **Frequency Wobble** controls are also found in the **Advanced Menu**. Settings made here will only apply to the toggle buttons for these functions you'll find in each Channel's **Control** panel.

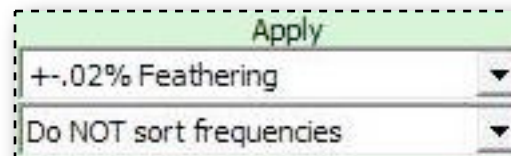
If you feel a definite reaction from a frequency, it can be good to apply one or both wobbles with these buttons – 1% is a good value for **Frequency Wobble**.

The menu choices are **Disabled**, **Sawtooth**, **Inverted Sawtooth**, and **Triangle**. These waveforms describe the *shape* of the wobble's progress.

**Example:** triangle starts with no wobble, ramps up to full wobble at the percentage chosen in the number of steps specified, then ramps back down to zero wobble, and repeats.

**Percentage** is the amount of wobble you wish to apply, and **Steps** specifies the number of discrete “jumps” in a single cycle – 16 is a good value. More than this increases the

resolution of the sweep, but also increases the time taken.

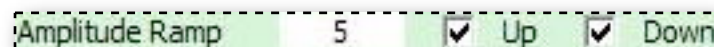


The **Apply Menu** allows you to apply a constant rapid change to each frequency in a set.

The speed of this change is set in the **Advanced Menu**. There are many different modulations to choose from, as well as the ability to disable the function. The choices will be explained later.

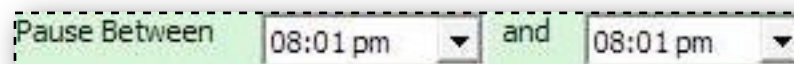
This option is different, and in addition, to the configurable **Frequency Wobble**. Both can be used at the same time.

**Sort Menu:** some developers maintain that using frequencies in ascending order has different results from descending order. Choose **Ascending**, **Descending**, or **Do NOT Sort**.



**Amplitude Ramp:** the

time for each frequency's voltage to rise from or fall to zero, giving Contact Mode a “soft start.” **Up** applies a ramp at the start of the frequency, **Down** applies it at the end.



This lets you

command each individual **Channel** to pause transmitting automatically between the hours of your choice.

**Out 1/Out 2 Gate:** these are control signals which turn each output signal on and off very rapidly – 4Hz

equals four times a second. This helps prevent any pathogen adaptation. **Gate** rates can be independently set for each **Channel**. Faster rates are generally better. **Gate** continues through **Hold**. Values are from .001Hz to 66Hz.

**Gate** is normally only used in Plasma Mode, but it can be very useful in the other modes, too, because it provides an additional “hammering” effect to keep pathogens off-balance.

**Reduce Amplitude:** stops low frequencies causing discomfort in Contact Mode.

**Skip Concurrent Duplicate Freq:** if you’re running multiple generators, it’s possible that identical frequencies used in different sets may coincidentally be transmitted at the same time. This uncontrolled frequency duplication can cause unwanted phase problems, and even wave cancellation.

With this box checked, Spooky<sup>2</sup> will never allow duplicates to be transmitted simultaneously.

**Remove Duplicate Frequencies:** some sets, particularly those developed on older machines, contain duplicates.

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In some cases, this may be what you want (some [Frequency Foundation](#) sets). In others, it serves no useful purpose.

Checking this box stops Program duplicates from being output. This will not alter the database – it’s runtime only.

**Autostart:** this allows you to choose whether a **Channel** will automatically start transmitting its Program immediately as soon as you launch Spooky<sup>2</sup>.

**Outs Controls:** **Out 1=** lets you pick a different **Channel** whose Out 1 frequencies will be “shadowed” by this **Channel** and apply a harmonic **Factor** and **Constant** to them. Multiple **Channels** can be daisy-chained or slaved to a single Master **Channel**.

**Out 2=** applies a harmonic **Factor** and **Constant** to Out 1’s frequencies to create its own output. With the settings above, ticking the **Hz** checkbox will allow a Spooky Central to transmit CAFL and XTRA frequencies below 100,000Hz as “beat” frequencies.

You can also set a voltage **Factor** for Out 2 here.

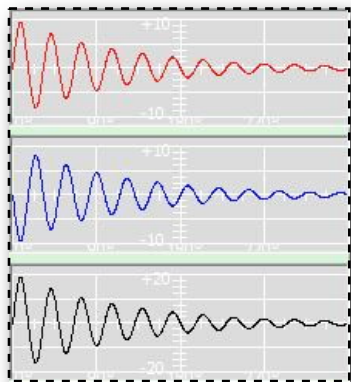
**Swap Waveform:** with **Inverse+Sync**, this reverses signal polarity at the interval specified, preventing chemical build-up under TENS pads and cleaning silver electrodes during colloidal silver production. Also useful in Contact Mode. Output panes signal this swap in **red** text.

**Swap Frequencies + Amplitudes for Out 1 and Out 2:** this sends Out 1's frequencies and amplitudes to Out 2, and vice versa. It's useful for Programs that use a fixed carrier, and particularly for Spooky Central users. Output panes signal this swap in **red** text.

Out 2 = (Out 1 X 1 + 0 - ) Hz

When **Inverse+Sync** is selected, these fields become irrelevant, and are greyed out and unavailable (above).

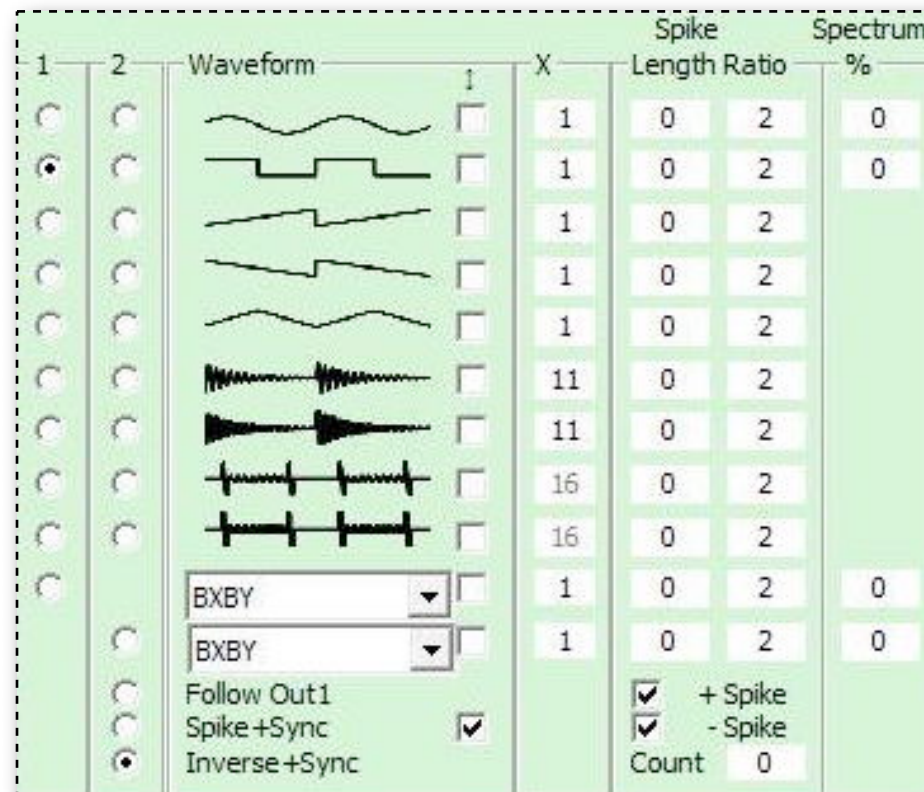
**Waveform Displays:** the top pane (red) shows a single cycle of the waveform for **Out 1**. The middle pane (blue) shows **Out 2**, and the lower pane (black) is the combined signal.



This is a damped sinusoidal with 11 entered in the **Wave Cycle Multiplier** field to the right of the **Waveform Selectors**.

Wave Cycle Multiply can be used with any waveform to infold "sub-waves" into single cycles – a

Spooky<sup>2</sup> world-first. This allows you to exceed the frequency limit of your generator – a Spooky<sup>2</sup>-5M (5MHz) can easily output 25MHz.



**Waveform Selectors:** from the top down, these are: Sine, Square, Sawtooth, Inverted Sawtooth, Triangle, Damped sinusoidal, Damped square, H-Bomb sinusoidal, and H-Bomb square.

Each one, plus the **Spike+Sync** waveform when selected,

may be inverted by ticking its checkbox.

The Damped sinusoidal wave was used by Dr. Royal Raymond Rife in his documented cure of 14 terminal cancer and two terminal TB cases in 1932.

The Damped square and both H-Bomb waveforms are extrapolations of the principles involved in this wave. All four are orders of magnitude more powerful than the first five waveforms in the list.

We recommend the square versions for your experiments, and the sinusoidal ones for scanning with Spooky Pulse.



**Custom Waveform Menus:** these menus allow you to choose any of the nine Spooky<sup>2</sup> waves, plus three new ones – Colloidal Silver, Lily, and Square Harmonic.

By selecting them from this menu instead of directly in the list, you can edit their values for **Spectrum**.

Your edits, together with any modulation settings you make for  $F2=F1$ , are written to file and saved in the Waveforms folder inside the Spooky<sup>2</sup> directory on C: drive.

You can rename these files in Windows, and create as many

as you wish. Because they're CSV files, you can open, view, and edit them in any spreadsheet program.

To load new waves, simply drop the files into your own Waveforms folder and choose **Refresh Waveforms** from the **File Menu**.

**Wave Cycle Multipliers:** the X column of controls to the right of the waveforms turns Spooky<sup>2</sup> into something very special indeed.

Spooky<sup>2</sup> creates each frequency as what's known as an arbitrary waveform.

This allows all of its frequencies to be constructed from multiple copies of the waves. This is extremely important for the Damped and H-Bomb waves because the number of decay frequencies in each must be set correctly.

However, this can also be applied to the other simpler waveforms, too.

**Example:** a plain Sine Wave with **Wave Cycle Multiplier** set to 5 will be able to reach frequencies of up to 25MHz.

**1, 2 Controls and the Follow Out 1 Button:** if you're using both outputs, these controls allow you to make independent waveform selections for each one, or to have **Out 2** reflect **Out 1**'s settings.



With Spooky Boost 2.0, Follow Out 1 should ONLY be used if the frequencies differ on Outs 1 and 2.

**Spike+Sync:** selecting this uses **Out 2** to create a high voltage spike which is then “injected” into the waveform on **Out 1**. The duration of the spike is set in the **Length** field.

There are 1,024 sample points that make up a full waveform. However, lower values work best by providing a short, sharp burst of energy that can damage cancer or pathogen cell walls. This is called electroporation.

The spike’s voltage is controlled by the **Ratio** parameter. If your amplitude is set to 20v, and you enter 4 in this field, the spike’s voltage will be 20v, and the remainder of the wave will be 5v (20/4).

If you enter 2, the spike will still be 20v, but the rest of the wave will be 10v (20/2).

**+Spike/-Spike Checkboxes:** checking these allows you to specify whether you wish to produce positive spikes only, negative spikes only, or both.

**Spike Count:** enter the number of spikes you wish to inject. Entering 0 will inject the maximum number possible.

**Inverse+Sync:** in **Contact Mode**, this allows you to effectively quadruple the output power of your 5M generator. It creates a mirror image of Out 1 on Out 2.

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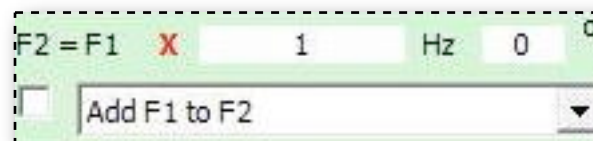
When using either **Spike+Sync** or **Inverse+Sync**, your electrodes or Remote must be connected with a Spooky Boost 2.0 signal processor.

If you don’t have Spooky Boost, connect two BNC-to-alligator clips cables – one to **Out 1** and the other to **Out 2**. Then attach **each red alligator clip only** to your electrodes.

To prevent the unconnected black clips from accidentally touching, you can wrap each one roughly with sellotape.

Be warned that applying high voltage low frequencies (below about 10,000Hz) can cause painful muscle lock-ups, so please put a checkmark in the **Reduce Amplitude** box before starting. This allows you to use high power in comfort.

**NOTE:** different people have different thresholds at which this effects kicks in – my own is about 1,000Hz. So it’s worth experimenting with the frequency value field in the **Reduce Amplitude** control to ensure you get maximum value from your frequencies.



**F2 Multiplier:**  
Spooky<sup>2</sup> can transmit two frequencies through Out 1

alone – F2 is the second one. These must be mathematically related by use of a Factor.

**Degrees** allow the addition of a **Phase Angle** to F2 for frequency adding or modulating.

**My** notes:

**Example:** if you enter 3, F2 will be the third harmonic of F1 ( $F1 \times 3$ ). If you enter 11, it's the 11th harmonic ( $F1 \times 11$ ).

You'd normally enter a straight integer value in the **Factor** field (2, 3, 5, 7, 11, 64, etc.).

Dr. Anthony Holland recently found that adding an 11th harmonic to any frequency greatly increased its power. This can be used with any wave.

**F2 Modulation Menu & Checkbox:** this is where you decide how F2 interacts with F1. To activate the entire **F2=F1** system, check the box to the left of the menu.

Your menu choices are: **Add F1 to F2**, **Modulate F2 Using F1 (AM DSB)**, and **Modulate F2 Using F1 (AM SSB)**.

To see the effects these options have on the various waveforms, please see *Appendix C: Making Waves*.

## Channel Data/Web

Channel 35 Channel Data

Program Preset + -

☐ Allow Channel Overwrites ☐ Every Time

Notes

Email

☐ Enable Emails ☐ Send Screenshot  
☐ Send Error Log

Selected Programs

Email Message

Send Email Save As

35 0% 37 0%

We've been here before, so you'll be fairly familiar with this section of Spooky<sup>2</sup>'s interface.

Nevertheless, we'll go through the components one by one from left to right and top to bottom.

**Channel Number:** shows the Channel whose Control Panel was last opened – this is the current one you're working with.

– **Button:** clears the contents of the entire Channel Data pane.

**Program Preset:** dual-purpose control. Most people will wish to use this to create and store Presets. Clinicians can use it to keep track of Subject treatments. In both cases, the drop-down menu (with arrow to right) displays a list of Presets or Subjects. You can save up to 32,000 entries – as long as you're prepared to scroll through a long menu, or organise a folder swap-out system.

**Allow Channel Overwrites:** you *must* tick this *before* clicking on the **Channel** button to run your Program. This tells Spooky<sup>2</sup> that you wish to delete the memorised **Channel** settings and replace them. If you forget to do this, you may lose your work.

**+ and – Buttons:** The + **Button** saves a Preset or Subject name, (plus email address, email message, notes, and **Selected Programs**) and enters it into the menu. The – **Button** will delete it after it's been loaded by choosing it from the menu.

**Email(s):** Useful for clinicians. Enter your Subject's email address here and Spooky<sup>2</sup> can send a notification of any change you make in treatment when you click the **Send Email** button.

**Enable Emails:** tick to activate Spooky<sup>2</sup>'s email system. This system works with POP email clients like Outlook and Windows Mail. It will only work with IMAP email accounts like GMail, Hotmail, or Yahoo if you use a POP email client that has been correctly configured to also access your webmail account(s).

**Send Screenshot/Send Error Log:** tick the first box to include a screenshot of the Spooky<sup>2</sup> window with your email – you must first use the **Screenshot Button** to create this. Tick the second to attach Spooky<sup>2</sup>'s error log – enabled in the **Advanced Menu**.

**Notes:** personal users can enter any notes they wish concerning the Preset they're about to save. These will be displayed in the Additional Notes text area. Clinicians can use this to enter Subject notes. These will not be sent in emails.

**Selected Programs:** this field contains names of the set(s) you've loaded from your **Conditions List** search. If you change your mind about any, simply double click each to remove it. The entire list can be cleared by clicking the – **Button** at the top right of the field.

**Email Message:** enter the text of the message you wish to send to your Subject. The names of all sets loaded into the **Selection** field will be appended to your message.

**Send Email:** clinicians can click this button to send email to the Subject.

**Save As:** you can also save multiple sets loaded into the **Selected Programs** field by clicking this button. It saves all frequencies in all sets under a new set name to your custom database, potentially saving time when setting up multiple complex **Channels**.



**Channel Buttons:** one for each generator. Their colours have meaning:



**Channel** is stopped.



**Channel** is running.



**Channel** is paused.



**Channel's Stop Loop** is on.



**Amplitude Wobble** is on.



**Frequency Wobble** is on.

Top numeral is the Port (USB) number, bottom is the Program's percent completed. A dotted outline denotes the last **Channel** accessed.

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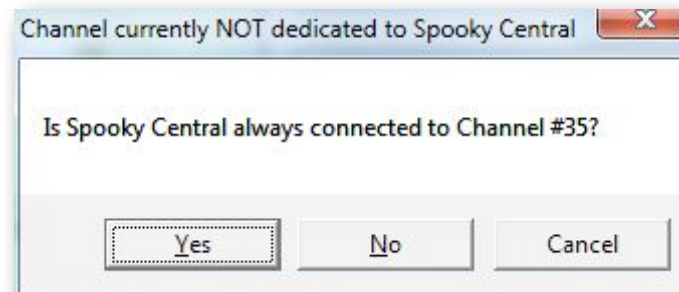
A blinking X means Spooky<sup>2</sup> has found a problem with the generator.



**PC Button:** this is your **Phantom Channel**. It opens a **Channel** that “controls” a virtual generator. This can also be used for Channel Shadowing.

This lets you experiment easily.

Right clicking any **Channel** button opens this dialog:



Clicking “Yes” loads the correct settings, and ensures you won’t damage Spooky Central.

When you open that **Channel Control** panel, you’ll see this label at the top left.



**Social Media Web Pane:** enabled in the Advanced Menu. Obviously, your PC must be connected to the internet to use it.



Click to visit the Spooky<sup>2</sup> Forum.

Click to visit the Spooky<sup>2</sup> Facebook group.

Click to visit the Spooky<sup>2</sup> YouTube channel.

Click to visit the Spooky<sup>2</sup> Vimeo channel.

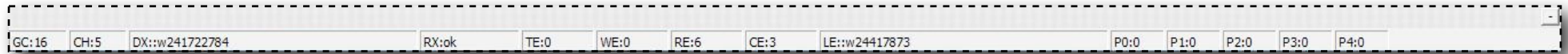
Click to visit the Spooky<sup>2</sup> Seen.is group.

Click to visit Pinterest.

Click to tweet about Spooky<sup>2</sup>.

Click to visit Tumblr.

## Status bar



As the name suggests, this area of Spooky<sup>2</sup>'s interface is used to report system status data, mainly for operations tracking and error reporting.

If you ever experience problems that can't be attributed to the normal causes, tech support may ask you to email a screenshot.

**GC:** Generator Count – reports the number of generators found by Spooky<sup>2</sup> at launch.

**CH:** the last Channel/generator that Spooky<sup>2</sup> wrote a command to.

**DX:** the data that was sent to that Channel/generator.

**RX:** the response that the Channel/generator returned.

**TE:** number of timer conflicts – these are internal precautionary codes in case of software issues.

**WE:** if Spooky<sup>2</sup> prevents any communications conflicts, this value increments.

**RE:** when a command is issued to a Channel/generator, Spooky<sup>2</sup> awaits a response. If none is received, this value increments.

**CE:** Channel number where the last error occurred.

**LE:** the command that was not responded to is shown here.

**P0-4:** raw values returned from a connected Spooky Pulse.

– **Button:** click to clear all error report boxes.

If **Enable Sound** is activated in the **Advanced Menu**, all errors will generate an audio alert.

## Control Panel

Channel Control 35

Estimated Total Run Time 00:54:00  
Treatment Duration 00:00:00

Start  
Pause  
Hold  
Amplitude Wobble  
Frequency Wobble  
Stop

243  
327  
160  
741  
70  
220  
700  
2500  
39000  
300500  
411510  
605650  
747000

Frequency 0 / 14

Reverse Lookup  
☐ Include Octal  
.1 % Tolerance 0 Hz Go

Biofeedback Scan  
Start Frequency 100000  
Finish Frequency 200000  
Initial Step Size 100 Hz  
Decimal Places 0  
Max Hits to Find 4  
Start Delay 20  
46 mins

Detect Pulse  
☐ Max BPM  
☐ Min BPM  
☒ Max HRV  
☒ Use RA  
☐ Use Peak  
☒ 2 DP Max  
☐ Single Scan Scan

Output

	Out 1	Out 2
Frequency	0	0
Waveform	Square H-Bomb	Inverse+Sync
Duty Cycle	50%	50%
Amplitude	0v	0v
Offset	0%	0%
Phase Angle	0 Degrees	0 Degrees

BPM - Av. BPM -  
HRV - Av. HRV -  
Galv - Av. Galv -  
- - HRV - -

Emulating Spooky Pulse

Sync On

Reset

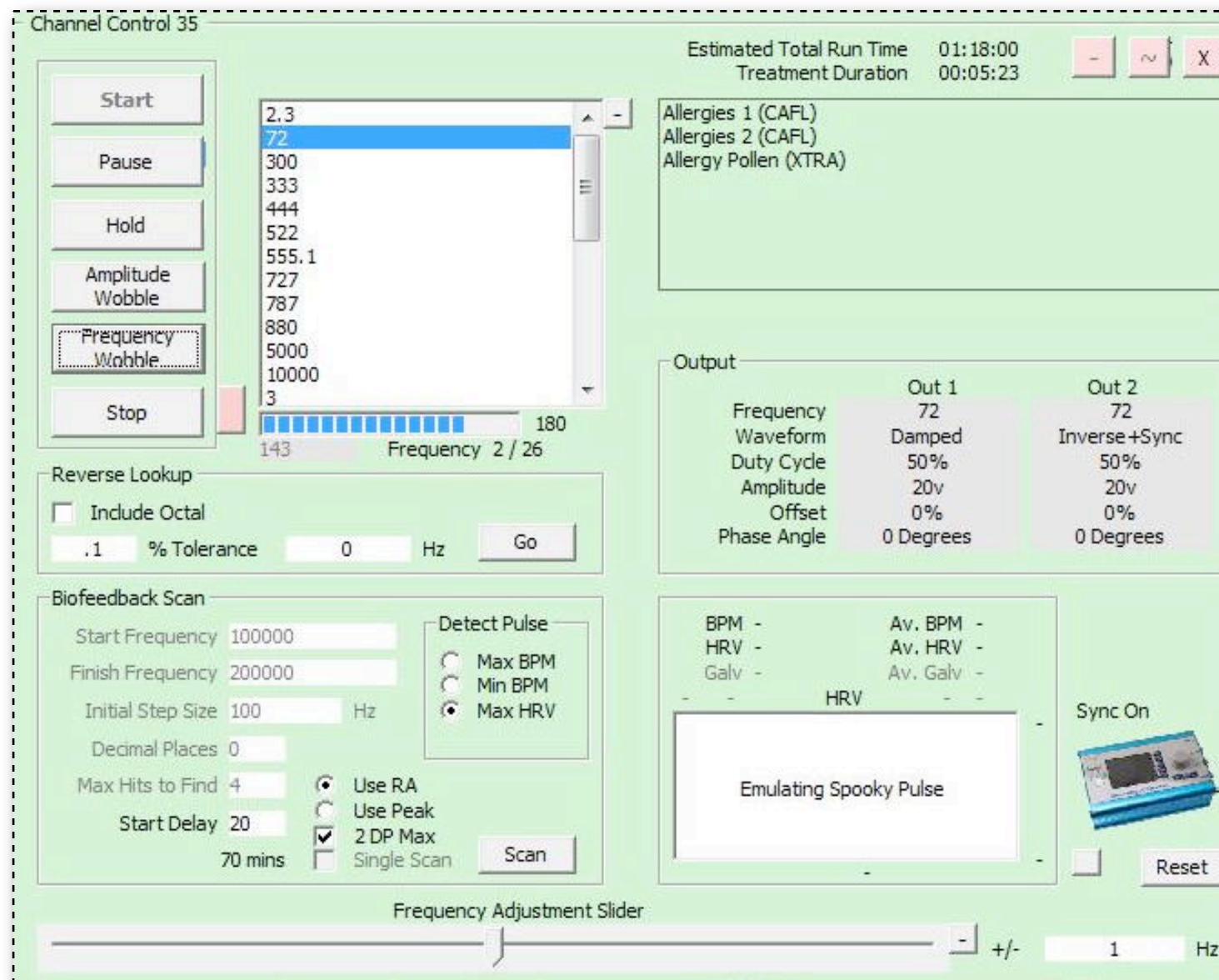
Frequency Adjustment Slider  
+/- 1 Hz

When a **Channel** is stopped, its **Channel Button** is red to reflect this.

When you click on the button to open the **Channel's Control Panel**, this, too, is red.

This **Control Panel** is waiting to start, the **Timer** field beneath the list of frequencies reads 0 seconds, and the **Progress Bar** is empty.

**Frequency 0/14:** the 0 tells you that this Program has not started its first frequency yet, and 14 means there are 14 frequencies.



When you click the **Start** button, the **Control Panel** turns green to show that it's transmitting – and so does the **Channel Button**.

This **Control Panel** is currently transmitting its Program, the **Timer** field shows 143 seconds, and the **Progress Bar** is almost filled up with blue segments.

**Frequency 2/26:** this Channel is now transmitting the second frequency in the Program, and there are 26 of them in total.

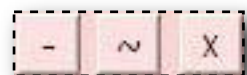


There's a lot going on here, so let's go through all the control and information elements in the panel one by one:



On the left is the **Channel** number that's being controlled by this panel, and on the right you see your **Total Run Time**. In this example, repeats are set to 4 for each set, and 0 for the complete Program to loop endlessly. So the **Total Run Time** is five hours.

If **Repeat Program** is set to a number greater than 0 for a timed treatment, you'll see the **Total Run Time** for your complete Program. **Treatment Duration** beneath shows how long your Program has been running for.



The red **X Button** closes the **Control Panel** and locks the **Channel** so it cannot be changed. To its left, the **Settings Button** with the wavy graphic also closes the **Channel**, but leaves it unlocked so that you can change its frequency sets and settings.

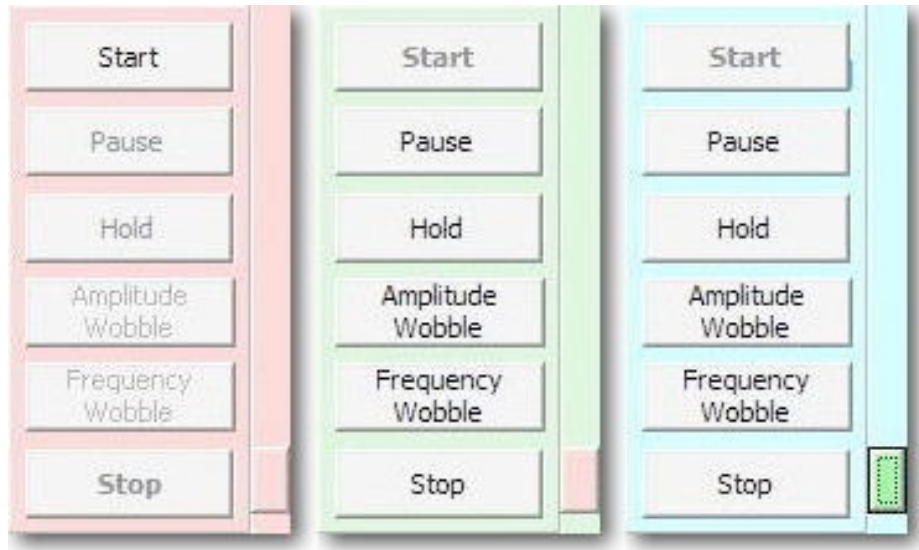
Finally, the leftmost – **Button** closes the **Channel** and clears all frequency sets loaded – but leaves your settings in place.



Above is a **Channel** that's currently running. The only control that's available to close its **Control Panel** is the **X Button**.

The **Settings Button** and the – **Button** are both greyed out and unavailable because you cannot change settings for a **Channel** that's already transmitting, nor can you change its frequency sets.

The availability of some of the other controls in the **Channel Control Panel** also depends on whether the **Channel** is currently transmitting or not:



the current frequency indefinitely till it's clicked again.

The **Wobble** buttons apply **Amplitude** and/or **Frequency Wobbles** as configured in the **Advanced Menu** – click to start. The wobbled frequency continues indefinitely. Click again to stop and continue progression through the Program.

The **Stop Loop** button to the right of the **Stop** button is active only when a Program is set to loop endlessly, as in Remote Mode. The top three images show such a Program.

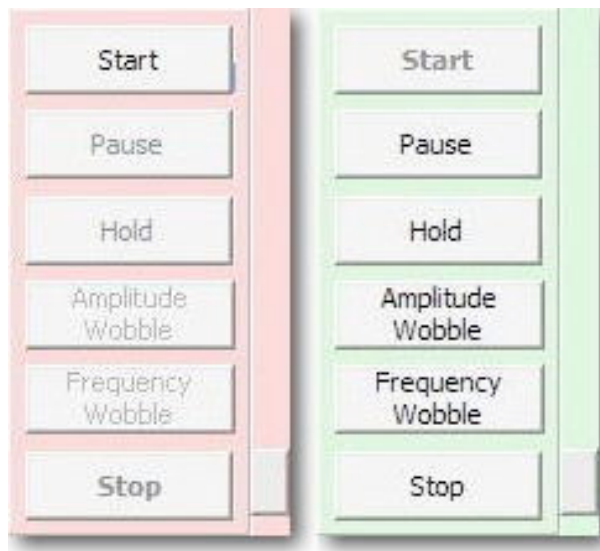
The first shows the **Channel** stopped. The second shows it running – **Stop Loop** is red, indicating that the Program is looped, so this function is available.

The third shows the **Control Panel's** appearance when the **Stop Loop** button has been clicked – the panel and **Channel** button turn light blue, and **Stop Loop** is now green, showing that it's been activated.

Even though it's been set to loop endlessly, this Program will stop when it's transmitted its final frequency.



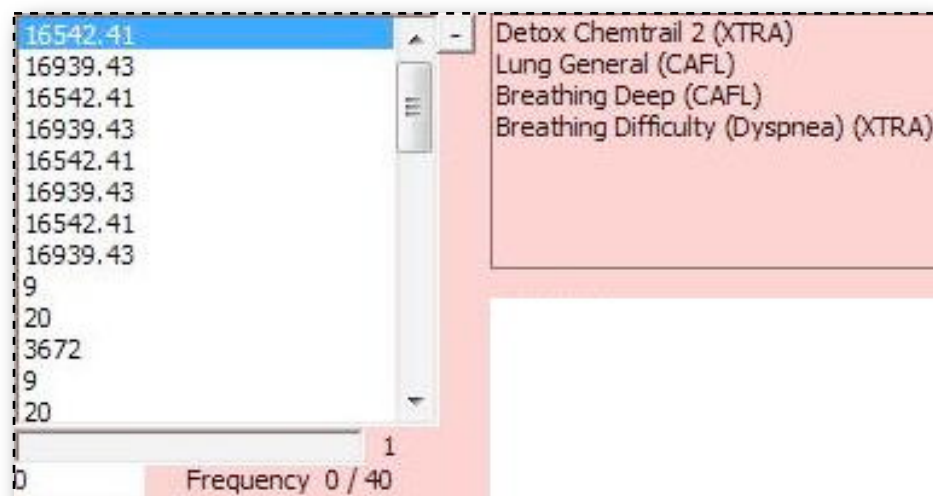
**Progress Bar:** tracks progress through each frequency. The number to the right (180) is the current frequency's **Dwell** in seconds.



**Transmission Buttons:** some are greyed out till the **Channel** runs. Bold text on a button shows it was clicked last.

**Pause, Hold, and Wobble** are toggles that remain active till you click them

again. **Start, Pause, and Stop** are obvious. **Hold** remains on



Four sets are shown at right, and at left their frequencies.

To start with a specific frequency, double click it, then click **Start**. To jump to a different one while the **Channel** is running, double click it.

– **Button:** removes all frequencies from the list.

**Timer:** shows the number of seconds elapsed for the current frequency (bottom left). Editable when the **Channel** is paused.

**Frequency Count:** the first numeral denotes the currently transmitting frequency's position in the Program, and the second tells you how many frequencies it contains – 0/40 is shown above, indicating that the Program hasn't started yet.

Output		
	Out 1	Out 2
Frequency	1534	1534
Waveform	Square wave	Inverse+Sync
Duty Cycle	50%	50%
Amplitude	20v	20v
Offset	0%	0%
Phase Angle	0 Degrees	0 Degrees

**Output Panes:** the two grey fields display all aspects of the signals being output by your generator from both OUTs – **Frequency, Waveform, Duty Cycle, Amplitude, Offset,** and **Phase Angle**. If Waveform and Offset are shown in red, this means that **Swap Waveform** is active.

A greyed **Out 2** means that a second output is not available, as with a UDB1108S generator connected, which has one Out. These fields are not editable.

The frequency you see here may not be what you see on the generator display. When this happens, look at your waveform's **X** field – you'll always find that its value is greater than 1.

What's happening is that Spooky<sup>2</sup> is transmitting an arbitrary waveform made up of the number of sub-waves you see in the "**X**" field. Obviously, the generator can't display all these sub-waves at the same time, so it just displays one. If your waveform has 16 sub-waves, you're seeing one-sixteenth of

the frequency that's actually being transmitted.



**Generator Graphic:** Spooky<sup>2</sup> shows you an image of whichever generator you're using for each **Channel**. If your **Channel** uses a Spooky<sup>2</sup>-5M, you'll see it here, with its **Sync** status displayed above.

Sync On

**Sync On** means that the outputs are synchronised because **Inverse+Sync** or **Spike+Sync** is selected.

To turn **Sync** off, you must select **Follow Out 1** instead.

Sync Off

**Sync Off:** this is what you'll see instead.



This is a UDB1108S. These generators have only one output. **Sync** is thus not applicable, and will always be reported as Off.



**Waveform Write:** clicking this writes your waveform data to a CSV file which can be edited in a spreadsheet.

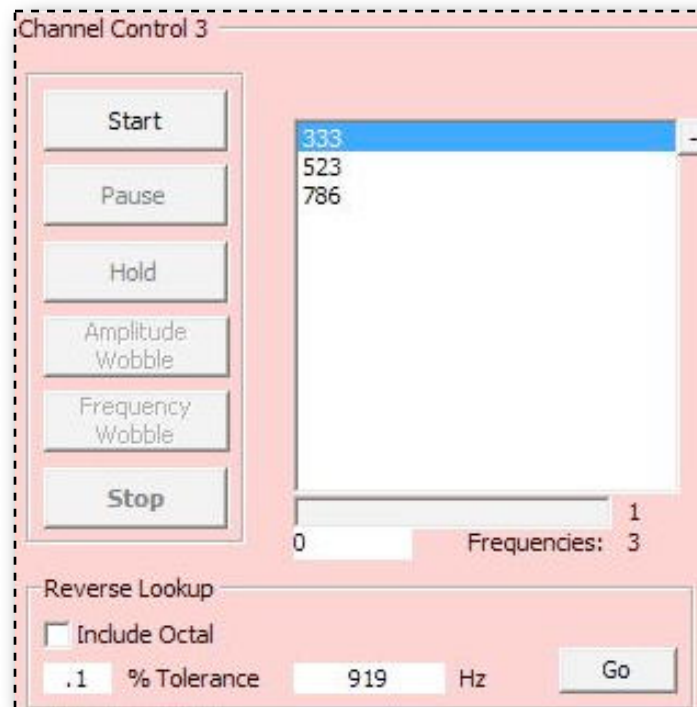
Reset

When a **Channel** is stopped, click this button to reset its generator to factory defaults.

**Biofeedback Scan:** This has its own Guide section [here](#).

[Back to contents](#)

## Reverse Lookup:



This feature allows users to compare frequencies found in scans, or entered manually, with those in the database, and associate them with diseases or pathogens for which

they are commonly used. I have three scanned frequencies here (333, 523, and 786), plus another I've entered manually – 919.

I've specified a **Tolerance** of .1%, which will give me a fairly tight spread to search. I don't want **Octal** harmonics, so I've left that option unchecked.

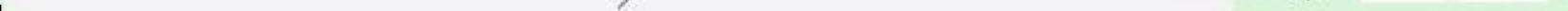
When I click the **Go** button, Spooky<sup>2</sup> searches the database, then returns the results in the window shown below:





However, be assured  
that your frequencies

Frequency Adjustment Slider

 +/- 1 Hz

the frequency of Out 1 in real time. Enter the value by which you wish to increment/decrement in the **H<sub>z</sub>** field. The **- Button** returns the frequency to its initial value. The slider is zeroed every time the Program's frequency changes. Works with **Hold**.

# Biofeedback scanning

By adding Spooky Pulse to a 5M generator, you can scan the body for frequency anomalies – the UDB1108S needs an external amplifier. Biofeedback scanning inputs frequencies directly into the body using electrodes, Spooky Remote, or a plasma tube. The Spooky Pulse clip is attached to the earlobe or left little finger – this monitors blood flow using an infrared light detector.

If any input frequency is also present in the body, it will produce a momentary stress due to sympathetic resonance (called a “hit”). This causes a minute change in cardiac activity which is detected by Spooky Pulse, and the frequency which provoked it is recorded by Spooky<sup>2</sup>. There are two ways to use this function – for custom scans, and for personal Program optimisation.

For both of these, you **must** first quit Spooky<sup>2</sup>, connect Spooky Pulse to your PC, then relaunch Spooky<sup>2</sup>. The words “Emulating Spooky Pulse” will now have disappeared from the graph.

## 1. Custom Scans:

I’ll be leading you through doing a full-range scan very shortly, but first I have to explain all the terms and “widgets.” To scan for unknown problems, you must first erase all frequencies from the Channel you’re using. Then enter your scan parameters:

Biofeedback Scan

Start Frequency 100000

Finish Frequency 200000

Initial Step Size 10 Hz

Decimal Places 0

Max Hits to Find 10

Start Delay 20

166 mins

Detect Pulse

☐ Max BPM

☐ Min BPM

☒ Max HRV

☒ Use RA

☒ Use Peak

☒ 2 DP Max

☒ Single Scan

Scan

**Start and Finish Frequencies:** define the sweep range. If you know the bandwidth of organisms you’re testing for, enter lower and upper limits. If not, a good sweep to try might be, say, 139,000-790,000Hz.

**Initial Step Size:** how big the “jumps” in your sweep are – 100Hz means Spooky<sup>2</sup> will input in discrete sub-ranges of 100Hz – 100 jumps in total. Depending on your range, reasonable values would be 10, 100, 1,000, 10,000, or 100,000.

**Decimal Places:** the level of accuracy required – good values are 5 (under 600Hz), or 2 (over 600Hz).

**Max Hits to Find:** a reasonable value might be 10 – Spooky<sup>2</sup> will select the best 10 hits after the scan. Depending on your other settings, it will then go back and carefully sweep above and below each one to find its exact value.

**Start Delay:** sets the number of heartbeats before Spooky<sup>2</sup> will start the frequency sweep, giving you a chance to get ready and to become accustomed to the frequency – 20 is suggested if you're being assisted, and 200 if you're alone.

**Detect Pulse:** Spooky<sup>2</sup> will detect and report Maximum or Minimum pulse rates based on BPM or Maximum for HRV. In most cases for BPM, you would choose Maximum.

When **Max HRV** is selected, the graph will change modes to show the HRV trace. Many biofeedback devices use this rather than BPM for hit detection.

**Use RA/Use Peak Buttons:** RA is Running Average (pulse rate) – best used for longer scan sessions where the heart rate falls. The Peak option is for those who wish to run short scans where the average heart rate is not likely to change very much.

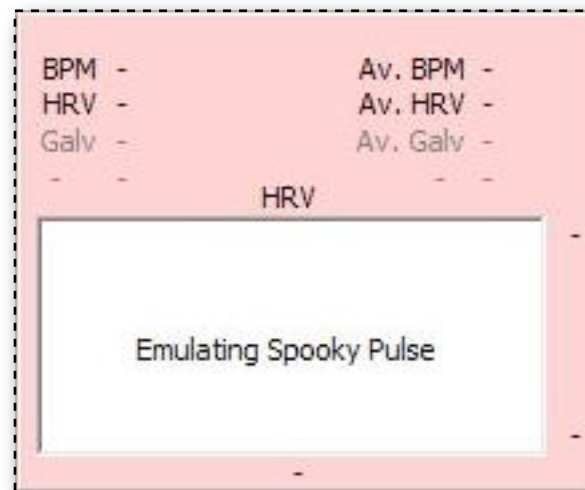
**2 DP Max:** this checkbox constrains found frequencies to two decimal places accuracy. It's not relevant or available for custom scans – only for Program optimisation.

**Single Scan:** when this is checked, Spooky<sup>2</sup> will scan the range specified only once. Found hits will not be reinspected.

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**Scan Button & Time:** **Scan** is self-explanatory. The **Time** shown is the estimated number of minutes for your scan.

**Biofeedback Readout:** displays the following values during and after your scan:



**BPM:** the heart rate in Beats Per Minute.

**HRV:** Heart Rate Variability – a low report is good.

**Galv:** conductivity of the skin. Proper hydration boosts this.

**Av. BPM:** your average heart rate over the entire scan session.

**Av. HRV:** average Heart Rate Variability during the scan.

**Av. Galv:** average session value of the skin's conductivity.

The graph's title displays the method of pulse detection chosen – BPM or HRV.

**Notes:** since the user can use either the RA or Peak data

values, this means that the biofeedback input is either compared with the RA, or taken at nominal value. In either case, the data received is conditioned so that there are no spikes as the user breathes.

If any input data anomaly is detected, Spooky<sup>2</sup> will pause for three consecutive good samples to ensure data integrity.

When the scan finishes, Spooky<sup>2</sup> returns to its hits list to sweep above and below each until it has found the exact value. It then presents the list as a custom frequency set which you can save to your own database.

You should save this with a descriptive Program name. We suggest you also enter the date in this name.

Depending on the values you input, a Biofeedback Scan can take 10-60 minutes or longer. A bigger frequency range, or smaller **Initial Step Sizes**, will take more time.

However, please note that the input speed is at all times controlled by how fast or how slow your pulse rate is.

You can do further scans on following days with different ranges – but save results as “Personal Scan 02,” etc.

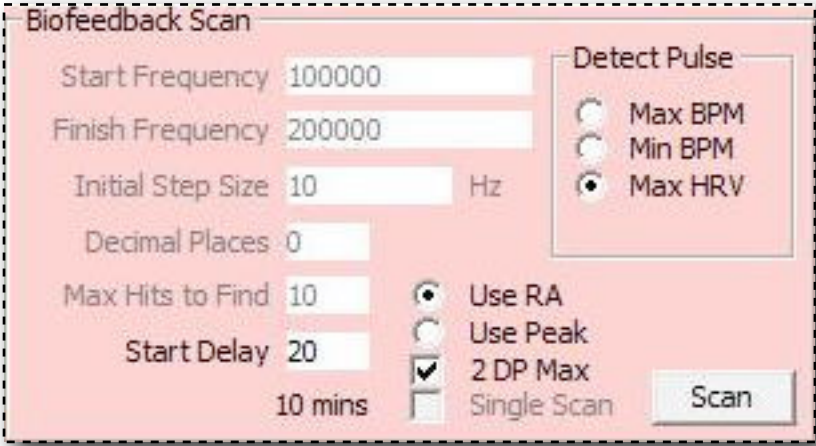
In this way, you can build a complete frequency profile and run chained sets in a single Program, or extract only the ones you want to build a new personal set.

**NB:** scan results are saved to a CSV file in the “ScanData” subdirectory inside the Spooky<sup>2</sup> directory.

## 2. Program Optimisation:

The biofeedback function can also be used to refine all the frequencies in a Program to their optimum values *for you*.

In this mode, the **Biofeedback Scan** pane’s appearance will change, and many of its parameters will be greyed out and unavailable:

The image shows a screenshot of the 'Biofeedback Scan' dialog box. It has a pink background and a dashed border. The title bar says 'Biofeedback Scan'. Inside, there are several input fields: 'Start Frequency' (100000), 'Finish Frequency' (200000), 'Initial Step Size' (10 Hz), 'Decimal Places' (0), 'Max Hits to Find' (10), and 'Start Delay' (20). There is a '10 mins' label below the start delay. On the right, there is a 'Detect Pulse' section with three radio buttons: 'Max BPM', 'Min BPM', and 'Max HRV' (which is selected). Below this, there are three checkboxes: 'Use RA' (selected), 'Use Peak', and '2 DP Max' (checked). There is also a 'Single Scan' checkbox which is unchecked. A 'Scan' button is located at the bottom right.

Load the Program you wish to optimise and make all the settings you require. Selecting the option to limit frequency refinement to two decimal places (**2DP Max**) can speed things up considerably.



### **Practical Advice:**

- ▶ Make sure you connect Spooky Pulse directly to your PC via USB before launching Spooky<sup>2</sup>. Don't use a USB hub for scans because it introduces latency to the signal.
- ▶ To scan reliably, make sure you're properly hydrated, and that you've attended to bathroom needs before you start.
- ▶ To detect heart rate changes due solely to frequency hits, you need to be relaxed. Meditation, breathing exercises, peaceful music, or even just zoning out for five minutes works.
- ▶ Or you can use a web white noise generator and leave it running in the background. We recommend [this](#) website.
- ▶ Ideally, you should be lying down flat on a comfortable surface, with your head supported by a pillow. You should also be comfortably warm. Avoid movement if possible.
- ▶ You may use Remote or Contact Modes to input the frequencies. For Remote Mode, use a Bio North model and a fresh DNA specimen. If using TENS pads, place one on the back of the right hand, and the other just below the outside ankle of the left foot.
- ▶ We recommend using **Inverse+Sync** with a sine wave.

### **What Will Happen:**

After you start the scan, the **Channel Control Panel** turns purple and the white box is replaced with a graph showing the current and historical pulse rate.

The graph is auto-ranging for optimum display resolution.

Graphs always scroll to the left, with current biofeedback values updating on the right.

The horizontal cyan line is the **Running Average** rate (RA).

When the pulse graph is under this line, the background is green, indicating no stress. When the pulse is above the RA line, the background turns red, indicating a stress response.

Note that a low quiescent HRV indicates poor health. During Biofeedback Scans, Spooky2 disregards the baseline. Any increase in the absolute value of HRV is a sign of momentary stress.

Now let's get down to business and do a custom scan. These settings will find every pathogen and parasite in the Rife/Clark range, and the scan will take 63 minutes to complete.

OK, let's go!



Channel Control PC

Start  
Pause  
Hold  
Amplitude Wobble  
Frequency Wobble  
Stop

Frequency 0 / 0 3519

Reverse Lookup  
☒ Include Octal  
.1 % Tolerance 0 Hz Go

Biofeedback Scan  
Start Frequency 76000  
Finish Frequency 152000  
Initial Step Size 20 Hz  
Decimal Places 0  
Max Hits to Find 20  
Start Delay 50  
63 mins

Detect Pulse  
☐ Max BPM  
☐ Min BPM  
☒ Max HRV  
☒ Use RA  
☐ Use Peak  
☒ 2 DP Max  
☒ Single Scan Scan

Dr. Rife and Dr. Clark found that the Mortal Oscillatory Rates (MORs) of almost all body invaders lie between 76,000Hz and 880,000Hz.

This is a very big range to scan, but it's possible to do it relatively quickly by hunting for powerful high sub-harmonics within a subset of the range.

These are the correct settings for a full-range scan:

**Start & Finish Frequencies:** 76,000Hz and 152,000Hz. All MORs higher than this have powerful octal sub-harmonics in this range.

**Initial Step Size:** MOR tolerance tells us that any frequency within plus or minus .025% of a MOR will hit it. Since .025% of 76,000Hz is 19Hz, a step size of 20Hz will cover the entire range without gaps.

**Decimal Places:** 0 – at very high frequencies, decimal place accuracy is not as important because of MOR tolerance.

**Max Hits to Find:** 20 – this will find the 20 most important hits.

**Start Delay:** 200 – this gives you 200 beats of your heart to get comfortable, relaxed, and accustomed to the frequencies. You may reduce this if you find that it's too long.

**Single Scan:** ticked. Rescans are unnecessary with such a fine step size.

*Note that the frequency list box must be empty for Biofeedback Scans – click the circled button to clear it if necessary without losing loaded sets.*



Obviously, your PC will need to be close enough to your bed or lounge/sofa to be able to control Spooky<sup>2</sup> comfortably.

Biofeedback Scan

Start Frequency 76000

Finish Frequency 152000

Initial Step Size 20 Hz

Decimal Places 0

Max Hits to Find 20

Start Delay 200

63 mins

Detect Pulse

☐ Max BPM

☐ Min BPM

☒ Max HRV

☒ Use RA

☐ Use Peak

☒ 2 DP Max

☒ Single Scan

Scan

If not, you may wish to add 20-30 heartbeats to your **Start Delay**, then click the small **Start** button in the Biofeedback pane to start - not the usual larger **Start** button to the left of the frequency list box.

Without rushing, get comfortable, then attach the fingerclip to the left-hand finger most comfortable. An earclip is best attached to the left pinkie finger or the fold of skin between your left thumb and forefinger. Now click the **Start** button, get comfortable, and, above all, *relax!*

Below are the settings needed to scan for the cancer BX and BY viruses.

Biofeedback Scan

Start Frequency 1500000

Finish Frequency 1700000

Initial Step Size 375 Hz

Decimal Places 0

Max Hits to Find 10

Start Delay 200

8 mins

Detect Pulse

☐ Max BPM

☐ Min BPM

☒ Max HRV

☒ Use RA

☐ Use Peak

☒ 2 DP Max

☒ Single Scan

Scan

### Important Notes:

► If your scan is interrupted, you must start again. Scans cannot be paused once they've started.

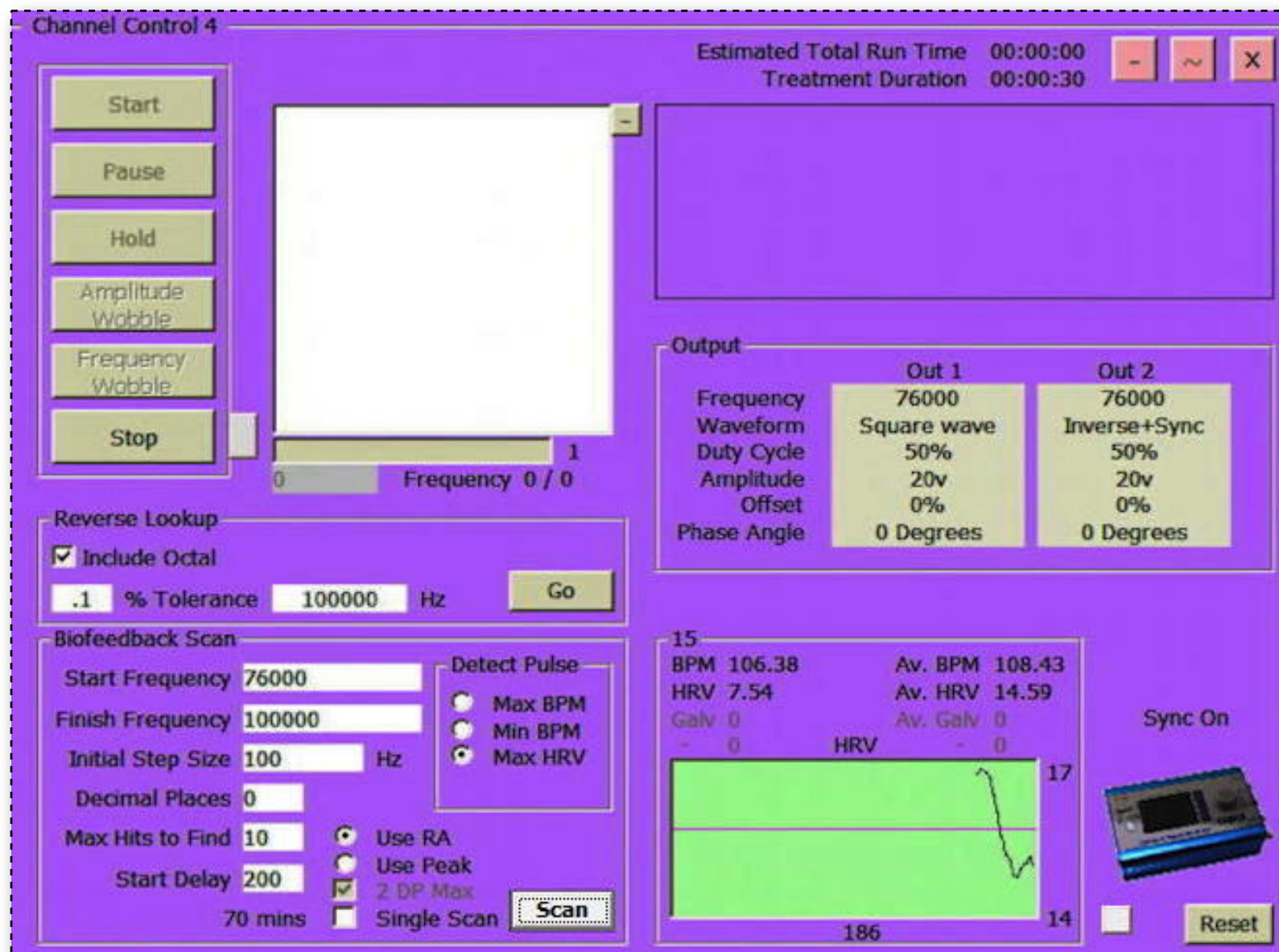
► You may find yourself falling asleep. This isn't a problem as long as you remember that you're connected to the PC when you wake up (and possibly to the generator). However, if the Spooky Pulse clip has been dislodged and fallen off, you must repeat the scan from the beginning.

► When your scan completes, you'll see the results in a new window. Save these to your custom database by clicking **Save and Exit**. This will

take you to the **Create Frequency Set** window with all information except the set name already entered. Name your set appropriately, then save it. Spooky<sup>2</sup> will refresh the database in memory, and your new frequency set can now be used.

- I've found that best results come from scanning once a week, then using the results set in Contact Mode daily, augmenting with non-stop Remote Mode. If you wish, you can do two sessions a day, then rescan every fourth day. Don't forget to detox!





When you're doing a scan, you shouldn't be paying any attention to the PC screen. But this is what happens just in case you're curious!

Here, a custom scan has just been started.

The numbers to the right of the BPM graph show the graph's range.

The number at the bottom (15) is a countdown while Spooky<sup>2</sup> fills the Running Average data array.

In this example, the **Start Delay** has been set to 200 heartbeats.

Channel Control 4

Estimated Total Run Time 00:00:00  
Treatment Duration 00:06:03

Start  
Pause  
Hold  
Amplitude Wobble  
Frequency Wobble  
Stop

Frequency 0 / 0

Reverse Lookup  
☒ Include Octal  
.1 % Tolerance 100000 Hz Go

Biofeedback Scan  
Start Frequency 76000  
Finish Frequency 100000  
Initial Step Size 100 Hz  
Decimal Places 0  
Max Hits to Find 10  
Start Delay 200  
70 mins

Detect Pulse  
☐ Max BPM  
☐ Min BPM  
☒ Max HRV

☒ Use RA  
☐ Use Peak  
☒ 2 DP Max  
☐ Single Scan

Scan

Output

	Out 1	Out 2
Frequency	77200	77200
Waveform	Square wave	Inverse+Sync
Duty Cycle	50%	50%
Amplitude	20v	20v
Offset	0%	0%
Phase Angle	0 Degrees	0 Degrees

212  
BPM 50.98 Av. BPM 55.81  
HRV 2.32 Av. HRV 2.38  
Galv 0 Av. Galv 0  
- 0 HRV - 0

Sync On

11

76000 - 100000

2

Reset

The custom scan is now well under way.

The numbers under the graph display the range of frequencies that are being scanned.

During the second phase of the **Biofeedback Scan**, when the resolution of hits is increased (unless **Single Scan** has been checked), the ranges will change appropriately.

When the scan completes, you will hear an audio alert. **Enable Sound** must be ticked in the **Advanced Menu**.



Channel Control 4

Estimated Total Run Time 00:33:00  
Treatment Duration 00:04:37

Start  
Pause  
Hold  
Amplitude Wobble  
Frequency Wobble  
Stop

2720  
2170  
1865  
1550  
880  
802  
787  
727  
500  
444  
190

Abscesses 2 (XTRA)

Output

	Out 1	Out 2
Frequency	2719.15	2719.15
Waveform	Square wave	Inverse+Sync
Duty Cycle	50%	50%
Amplitude	20v	20v
Offset	0%	0%
Phase Angle	0 Degrees	0 Degrees

Reverse Lookup  
☒ Include Octal  
.1 % Tolerance 100000 Hz Go

Biofeedback Scan

Start Frequency 76000  
Finish Frequency 100000  
Initial Step Size 100 Hz  
Decimal Places 0  
Max Hits to Find 10  
Start Delay 200

Detect Pulse  
☐ Max BPM  
☐ Min BPM  
☒ Max HRV

☒ Use RA  
☐ Use Peak  
☒ 2 DP Max  
☐ Single Scan

36 mins Scan

216  
BPM 53.24 Av. BPM 50.87  
HRV 2.86 Av. HRV 3  
Galv 0 Av. Galv 0  
- 0 HRV - 0

Sync On

2719 - 2721

Reset

Here, frequencies are being optimised.

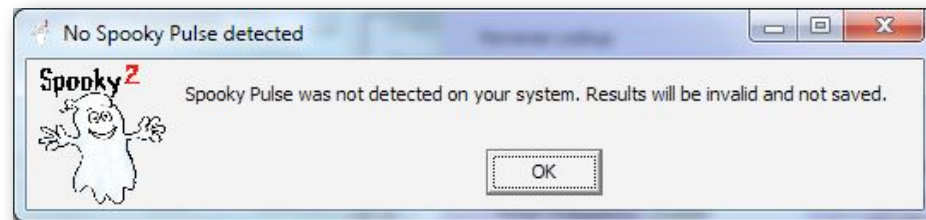
Almost all the **Biofeedback Scan** text fields are disabled, but the option to limit frequency refinement to **2DP Max** is available. Checking this can speed up results markedly.

Note that some very useful biofeedback functions are also available in the **Advanced Menu**.

If you receive many "Data Error" alerts during a scan, enable **Double HRV Tolerance** in the **Advanced Menu**, then restart your scan.

## Spooky Pulse Not Connected:

If you initiate a Biofeedback Scan without first ensuring that Spooky Pulse has been connected prior to launching Spooky<sup>2</sup>, the scan will be conducted in emulation mode and you'll see this alert:



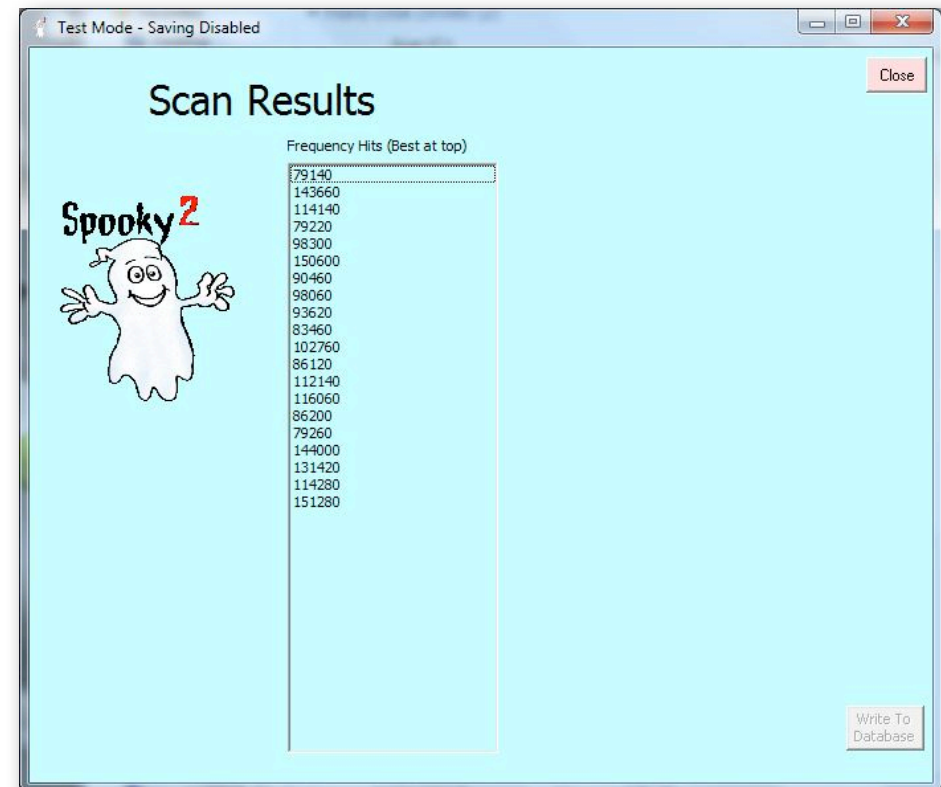
When you click OK, the scan will commence. However, the found frequencies will be entirely notional, and you will not be able to save them since there's no point.

If you try to stop the scan by clicking the graph, you'll see this:



Click **OK** to dismiss this alert. If you initiated the scan in error, simply click the main **Stop** button to abort. If your emulated scan is intentional, you'll see the following window when it completes:

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The list of found frequencies is presented in order of importance. This is the same window you'd see if your scan was valid, except the **Save to Database** button wouldn't be greyed out, and you'd be able to save your results as a set.

Before undertaking a scan, it pays to open the **Advanced Menu** first to check if Spooky<sup>2</sup> has detected Spooky Pulse.

If not, exit and relaunch Spooky<sup>2</sup>.



## Wobbles & feathering

Amplitude Wobble	Disabled	0	%	16	Steps
Frequency Wobble	Disabled	0	%	16	Steps

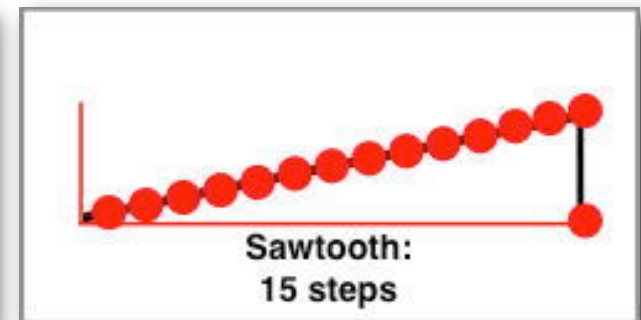
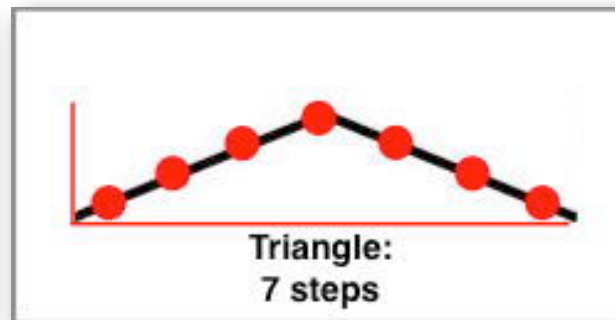
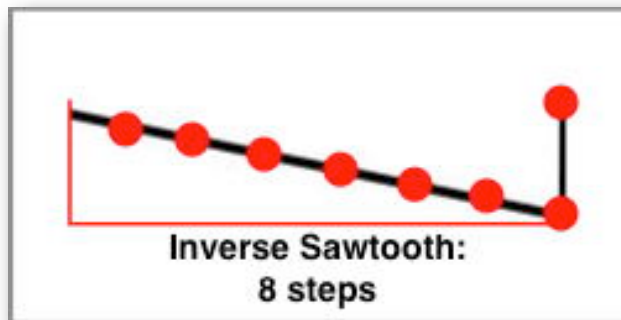
Certain pathogens can be hard to kill straight away. So they will require multiple treatment sessions.

One problem that can arise with this is that they may become adapted to the treatments, and so take longer to eradicate. The answer is to prevent this from happening by constantly and minutely varying either the exact values of the frequencies being applied, or their amplitudes – or both.

You have three methods – and you can use all if you wish. The first are **Amplitude** and **Frequency Wobbles**. The latter is target-centred, i.e. a frequency of 100Hz may be wobbled as  $99.5 > 99.75 > 100 > 100.25 > 100.5$ . **Amplitude Wobble** ramps to target.

The menus above allow you to select from three waveforms that describe the trajectory along which the change will be applied – **Sawtooth**, **Inverse Sawtooth**, and **Triangle**. The “%” field dictates how intensely the change will be applied. And the **Steps** parameter lets you specify how many discrete steps or “jumps” the change will make from one value to the next.

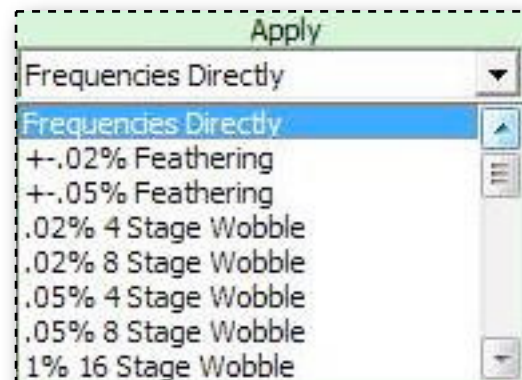
For **Amplitude**, 10-15% is a reasonable value for intensity, and 1% is good for **Frequency**.



**Steps** are the red dots in the illustrations above. They are discrete values along the trajectories of the waveforms. So these wobbles aren't applied smoothly and continuously – they jump from each step position to the next, without any change in value in between. A good general option for **Steps** is 16.

## The Apply Menu:

The second method of preventing pathogen adaptation is a different kind of frequency wobble, found in the **Apply Menu**.



This menu also contains two **Feathering** options – feathering is true randomisation of values within a fixed percentage above and below the frequency being processed.

There are 28 choices, all of which are detailed below.

The difference between the **Apply Menu** options and the other **Wobbles** is that these ones are all preconfigured – no user input or tailoring is possible.

The general rules on frequency wobbles and feathering are: for something that's non-living, the **Apply** setting should be “**Frequencies Directly**” (e.g. metals, pollutants, toxins). We don't wobble non-living things because they cannot mutate.

If it's a living thing, and it belongs naturally in your body, the **Apply** setting should also be “**Frequencies Directly**” (e.g. normalise liver, relieve pain, stimulate immune system). This is because we're usually applying precise entrainment frequencies.

If it's a living thing, and it *doesn't* belong naturally in your body, the **Apply** setting should be *anything other than* “**Frequencies Directly**.”

This is because living things can mutate over time, thus changing their frequencies slightly, and you need to feather to catch those mutations (e.g. bacteria, fungi, parasites, viruses).

Our research and observation has shown that +-. **.02% Feathering** is generally best for Remote Mode, although there are also other excellent choices. So please feel free to experiment.

But whichever setting you choose, it's important to examine the frequencies you're running so that you can be aware of what that setting will do to them. Here are some examples:

**Frequency:** 1000 (1,000Hz – 1KHz)  
**Setting 1:** +/- .02% Feathering.  
**Result 1:** Random from 999.80-1000.20 (randomisation range = .4Hz).  
**Setting 2:** Octal Harmonics 12 Stage Wobble.  
**Result 2:** 1000, 2000, 4000, 8000, 16000, 32000, 64000, 32000, 16000, 8000, 4000, 2000.

**Frequency:** 100000 (100,000Hz/100KHz)  
**Setting 1:** +/- .02% Feathering.  
**Result 1:** Random from 99980-100020 ((randomisation range = 40Hz).  
**Setting 2:** Octal Harmonics 12 Stage Wobble.  
**Result 2:** 100000, 200000, 400000, 800000, 1600000, 3200000, 6400000, 3200000, 1600000, 800000, 400000, 200000.

**Frequency:** 1000000 (1,000,000Hz/1MHz)  
**Setting 1:** +/- .02% Feathering.  
**Result 1:** Random from 999800-1000200 ((randomisation range = 400Hz).  
**Setting 2:** Octal Harmonics 12 Stage Wobble.  
**Result 2:** 1000000, 2000000, 4000000, 8000000, 16000000, 32000000, 64000000, 32000000, 16000000, 8000000, 4000000, 2000000.

**Feather** creates rapid random changes in the frequency so it changes up and down in value within a set maximum percentage.  
**Wobble** creates rapid controlled changes in the frequency so it changes by constant values dictated by the choice you make in the **Apply** menu. Let's take a closer look at the choices here (F = the frequency):

#### **Frequencies Directly**

*Applies the frequencies directly with no changes.*

#### **+/- .02% Feathering**

*Output will fluctuate rapidly by .02% above and below the set frequency randomly. Useful where the exact frequency of a pathogen may be uncertain. Excellent for remote treatment.*

#### **+/- .05% Feathering**

*Same as .02% feathering but the variation is greater.*

Frequencies have mathematical “relatives” called harmonics. Higher harmonics can be very powerful. These options create the following continuous harmonic step sequences at a rate set in the **Refresh Rate** field in the **Advanced Menu**.

● **.02% 4 Stage Wobble**

$F, F+.02\%, F, F-.02\%$

● **.02% 8 Stage Wobble**

$F, F+.01\%, F+.02\%, F+.01\%, F, F-.01\%, F-.02\%, F-.01\%$

● **.05% 4 Stage Wobble**

$F, F+.05\%, F, F-.05\%$

● **.05% 8 Stage Wobble**

$F, F+.025\%, F+.05\%, F+.025\%, F, F-.025\%, F-.05\%, F-.025\%$

● **Octal Harmonics 2 Stage Wobble**

$F, F \times 2$

● **Octal Harmonics 4 Stage Wobble**

$F, F \times 2, F \times 4, F \times 2$

● **Octal Harmonics 6 Stage Wobble**

$F, F \times 2, F \times 4, F \times 6, F \times 4, F \times 2$

● **Octal Harmonics 8 Stage Wobble**

$F, F \times 2, F \times 4, F \times 6, F \times 8, F \times 6, F \times 4, F \times 2$

● **Octal Harmonics 10 Stage Wobble**

$F, F \times 2, F \times 4, F \times 6, F \times 8, F \times 10, F \times 8, F \times 6, F \times 4, F \times 2$

● **Octal Harmonics 12 Stage Wobble**

$F, F \times 2, F \times 4, F \times 6, F \times 8, F \times 10, F \times 12, F \times 10, F \times 8, F \times 6, F \times 4, F \times 2$

A perfect square wave is made up of odd harmonics. Spooky<sup>2</sup> can force these to work harder by fluctuating to higher ones:

● **Odd Harmonics 2 Stage Wobble**

$F, F \times 3$

● **Odd Harmonics 4 Stage Wobble**

$F, F \times 3, F \times 5, F \times 3$

● **Odd Harmonics 6 Stage Wobble**

$F, F \times 3, F \times 5, F \times 7, F \times 5, F \times 3$

● **Odd Harmonics 8 Stage Wobble**

$F, F \times 3, F \times 5, F \times 7, F \times 9, F \times 7, F \times 5, F \times 3$

● **Odd Harmonics 10 Stage Wobble**

$F, F \times 3, F \times 5, F \times 7, F \times 9, F \times 11, F \times 9, F \times 7, F \times 5, F \times 3$

● **Odd Harmonics 12 Stage Wobble**

$F, F \times 3, F \times 5, F \times 7, F \times 9, F \times 11, F \times 13, F \times 11, F \times 9, F \times 7, F \times 5, F \times 3$

The Fibonacci Series of numbers can be seen everywhere in natural organic growth patterns. It's an excellent choice for good results:



● **Fibonacci Series 3 Stage Wobble**

*F, F, F x 2*

● **Fibonacci Series 5 Stage Wobble**

*F, F, F x 2, F x 3, F x 2*

● **Fibonacci Series 7 Stage Wobble**

*F, F, F x 2, F x 3, F x 5, F x 3, F x 2*

● **Fibonacci Series 9 Stage Wobble**

*F, F, F x 2, F x 3, F x 5, F x 8, F x 5, F x 3, F x 2*

● **Fibonacci Series 11 Stage Wobble**

*F, F, F x 2, F x 3, F x 5, F x 8, F x 13, F x 8, F x 5, F x 3, F x 2*

● **Fibonacci Series 13 Stage Wobble**

*F, F, F x 2, F x 3, F x 5, F x 8, F x 13, F x 21, F x 13, F x 8, F x 5, F x 3, F x 2*

● **Fibonacci Series 15 Stage Wobble**

*F, F, F x 2, F x 3, F x 5, F x 8, F x 13, F x 21, F x 34, F x 21, F x 13, F x 8, F x 5, F x 3, F x 2*

The natural logarithm is based on the mathematical formula  $1 + 1/(1x2) + 1/(1x2x3) + 1/(1x2x3x4) + 1/(1x2x3x4x5)...$ etc.

But it can also be used to calculate frequency harmonics.

One highly-respected Rife developer recommends using it exclusively:

● **Natural Log 2 Step Wobble**

*F, F x 20.0855369232*

● **Natural Log 4 Step Wobble**

*F, F x 20.0855369232, F x 403.4287934927, F x 20.0855369232*



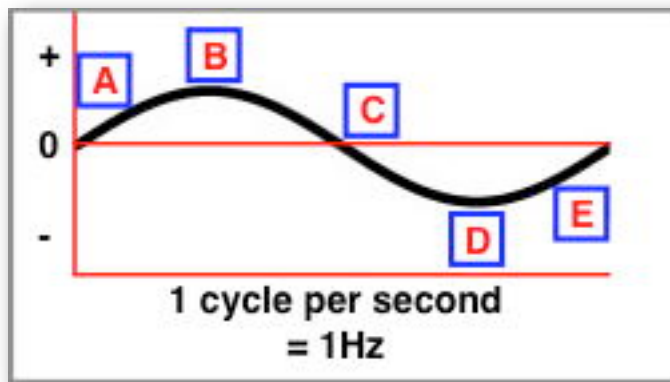
The waveform symbol you see here causes some confusion. Users wonder why, when they've selected a square or an inverse sawtooth in Spooky<sup>2</sup>, they see this squiggly line instead.

Well, as you now know, Spooky<sup>2</sup> creates all of its waveforms as arbitrary waves, then downloads them to the generator. And this squiggly symbol on the Spooky<sup>2</sup>–5M display simply shows that an arbitrary waveform is being used rather than one of the generator's own built-in waves. Mystery solved!

# Waveform & frequency

Even though they may look mysterious, waveforms are actually very easy to understand. They are simply graphical illustrations of how the amplitude, or power, of energy changes over time. Let's look at the waves in Spooky<sup>2</sup>. The vertical red line at left measures positive and negative amplitudes, with 0 being the divider. The horizontal red line at bottom shows time – one second.

**Sine Wave:** like all the waves shown below, this one completes one full cycle every second, so its frequency is 1Hz.



**A:** amplitude rises from zero in a positive direction at a changing rate.

**B:** amplitude has reached its highest positive point, or peak.

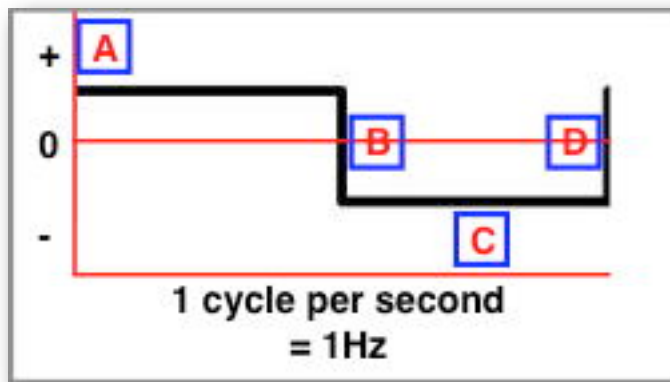
**C:** it goes below 0 and continues in a negative direction at a changing rate.

**D:** amplitude reaches its highest negative point, or peak.

**E:** amplitude once again starts to move in a positive direction at a changing rate.

**Good for:** healing, detox, killing (at very high frequencies).

**Square Wave:** this also completes one full cycle every second, so its frequency is 1Hz.



**A:** amplitude is running at its highest positive level at a constant rate.

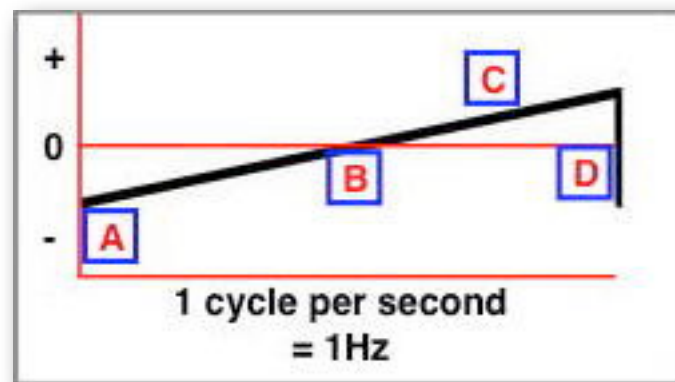
**B:** amplitude immediately drops below 0 and continues in a negative direction.

**C:** amplitude is running at its highest negative level at a constant rate.

**D:** amplitude immediately moves through 0 to hit peak positive level.

**Good for:** killing, healing, detox.

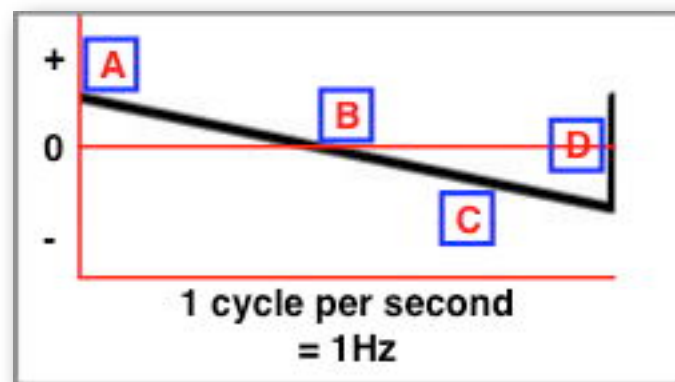
**Sawtooth:** this completes its full cycle in one second, so its frequency is 1Hz.



- A:** amplitude moves from negative peak towards positive at a constant rate.
- B:** amplitude passes through 0.
- C:** it continues to move in a positive direction at a constant rate.
- D:** amplitude immediately drops through 0 to peak negative level.

**Good for:** healing, detox.

**Inverse Sawtooth:** this completes its full cycle in one second, so its frequency is 1Hz.

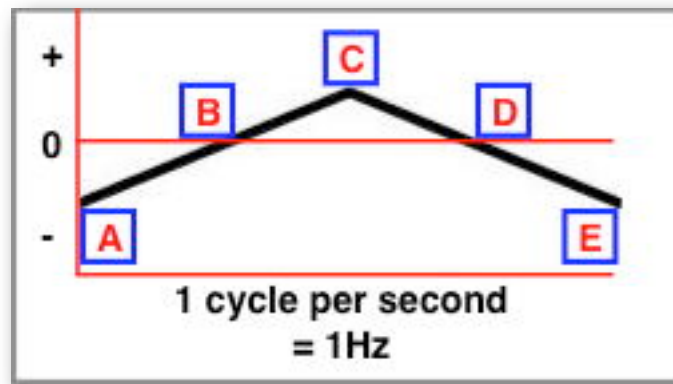


- A:** amplitude ramps down from positive peak level at a constant rate.
- B:** amplitude passes through 0.
- C:** amplitude continues to move in a negative direction at a constant rate.
- D:** amplitude immediately moves through 0 to peak positive level.

**Good for:** killing.

The Sawtooth and the Inverse Sawtooth are the only two waveforms that are mirror images of each other. Sawtooth always rises slowly and drops quickly, where Inverse Sawtooth always falls slowly and rises quickly. Although this may seem insignificant, it's actually very important, and we'll look at the different results in a later section.

**Triangle:** also completes its full cycle in one second, so its frequency is 1Hz.



**A:** amplitude moves from negative peak level at a constant rate.

**B:** amplitude passes through 0.

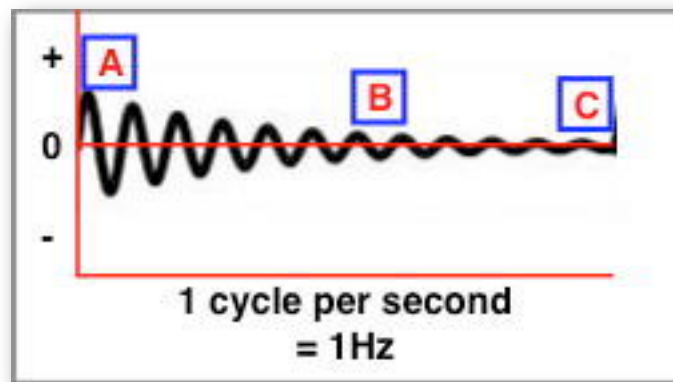
**C:** amplitude reaches its peak positive level, then starts to fall at a constant rate.

**D:** amplitude passes through 0.

**E:** amplitude reaches its peak negative level.

**Good for:** experimentation as a possible linear substitute for sine.

**Damped Sinusoidal:** this is the exclusive Spooky<sup>2</sup> recreation of Dr. Royal Raymond Rife's famous damped sinusoidal which was used in a documented cure of 14 terminal cancers and two terminal TB cases. This, like all the following waves, is different. It's composed of a sequence of 12 internal sines, each with progressively decaying cycles from positive to negative. Spooky<sup>2</sup> automatically compensates for all composite multi-cycle waveforms so that their output frequencies are always correct.



**A:** amplitude is at peak level.

**B:** amplitude ramps down with 12 internal progressively decaying cycles passing from positive to negative through 0 on each one.

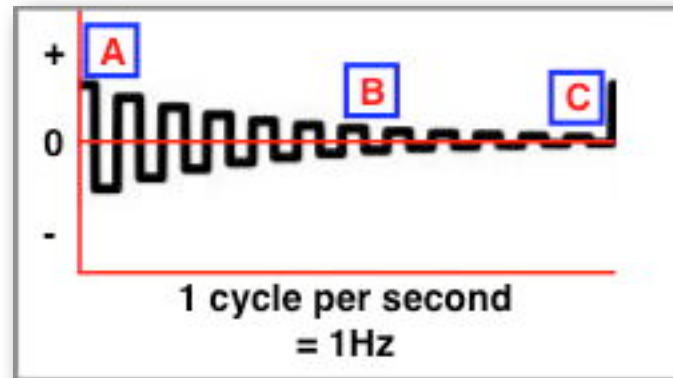
**C:** amplitude immediately moves back up to peak positive level.

**Good for:** healing, detox, killing (at very high frequencies).

**Spooky<sup>2</sup> Note:** the total number of internal cycles in a single composite cycle is controlled by the value you enter in the Wave Cycle Multiplier field (12 in this case).



**Damped Square:** a new waveform based on the principles of the damped sinusoidal. Its 12 internal square waves progressively decay, and Spooky<sup>2</sup> automatically adjusts the composite waveform to make its transmitted frequency correct.



**A:** amplitude is at peak level.

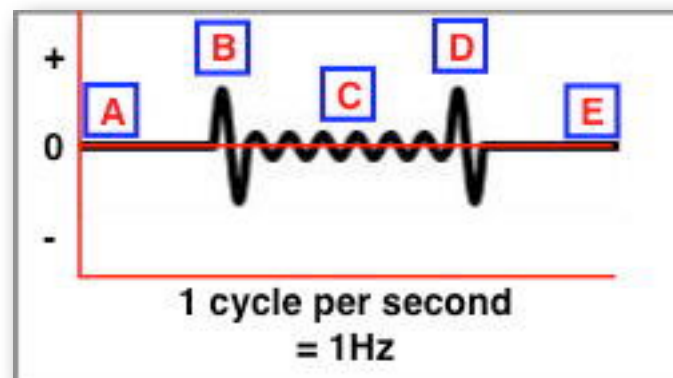
**B:** amplitude drops sharply with 12 internal progressively decaying cycles passing from positive to negative through 0 on each one.

**C:** amplitude immediately rises back up to peak positive level.

**Good for:** killing, healing, detox.

**Spooky<sup>2</sup> Note:** the total number of internal cycles in a single composite cycle is controlled by the value you enter in the Wave Cycle Multiplier field (12 in this case).

**H-Bomb Sinusoidal:** another new wave based on the damped sinusoidal. Technically, it's more complex and involves duty cycle computations. It's built from eight internal sine cycles, and the composite waveform is automatically adjusted to make its transmitted frequency correct.



**A:** amplitude is at 0.

**B:** amplitude ramps to peak positive level, then ramps back through 0 to peak negative level.

**C:** amplitude rises and proceeds through six smaller internal cycles.

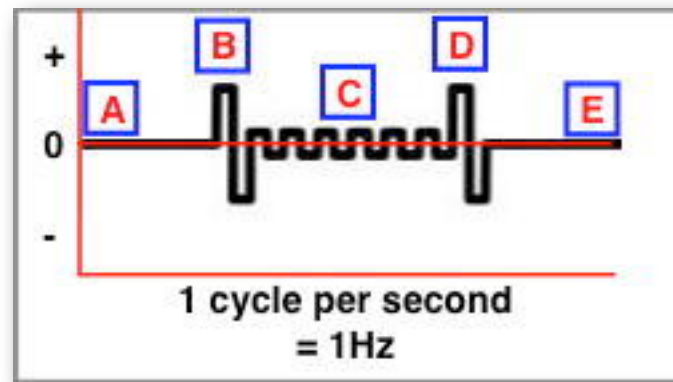
**D:** amplitude ramps to peak positive level, then ramps back through 0 to peak negative level.

**E:** amplitude moves back up to 0.

**Good for:** healing, detox, killing (at very high frequencies).

**Spooky<sup>2</sup> Note:** the total number of internal cycles in a single composite cycle is controlled by the value you enter in the Wave Cycle Multiplier field (eight here).

**H-Bomb Square:** this is a third new waveform based on the principles behind the damped square. It's built from eight internal square wave cycles, and Spooky<sup>2</sup> automatically adjusts the composite waveform to make its transmitted frequency correct.



**A:** amplitude is at 0.

**B:** amplitude rises sharply to peak positive level, then moves immediately through 0 to peak negative level.

**C:** amplitude rises and proceeds through six smaller internal cycles.

**D:** amplitude rises sharply to peak positive level, then moves immediately through 0 to peak negative level.

**E:** amplitude moves back up to 0.

**Good for:** killing, healing, detox.

**Spooky<sup>2</sup> Note:** the total number of internal cycles in a single composite cycle is controlled by the value you enter in the Wave Cycle Multiplier field (eight here).

So let's sum up:

**Frequency** is *how often* the energy in something changes from a positive state to a negative state *in one second of time*.

**Waveform** is a visual representation of how the energy's *power ramps up and down* during *one* such change.

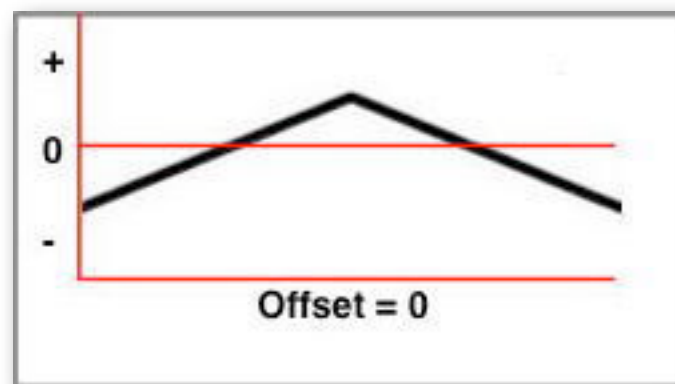
But we're not finished yet. We need to take a look at two other important properties which have great importance for how waveforms behave.

The first is **Offset**, and this applies to all waveforms. The second is **Duty Cycle**, which applies only to plain square waves.

So let's do that that now.

## Waveform & Offset

You've seen that normal waveforms have two phases – positive and negative. What this means in practice is that positive energy is applied by the waveform for half its cycle, and negative energy is applied for the other half. Some renowned energy medicine researchers, most notably Dr. Hulda Clark, maintain that it's more effective for pathogen killing to apply unidirectional energy only. You can do this by using **Offset**.

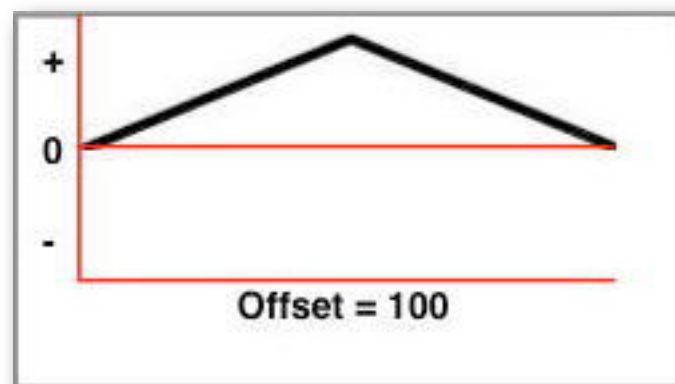


So that you can see the effect of **Offset** clearly, I've chosen a triangle wave here. This one has 0% **Offset**,

The wave is in its positive phase for 50% of its cycle (above the red 0 line), and in its negative phase for the other 50% (below the red 0 line).

Offset 0 0 %

Above are the settings to enter for a normal zero **Offset** waveform like this.



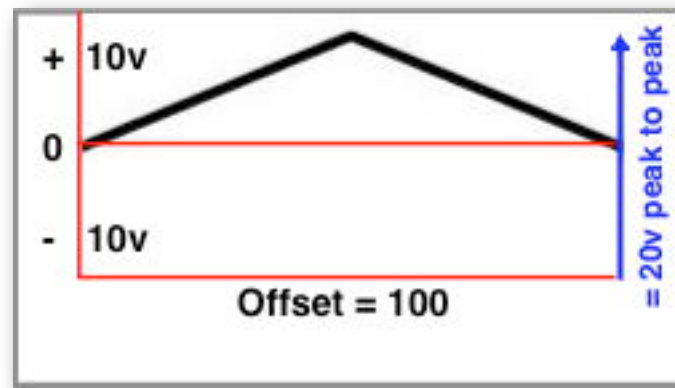
On the left, you can see that this is still the same triangle waveform, but its position on the graph is now different.

I've given it a 100% positive **Offset**, and the wave is now entirely in its positive phase for its whole cycle.

Offset 100 -100 %

Above are the settings for 100% positive **Offset** when using **Inverse+Sync** with Spooky Boost 2.0. If you wish to use **Follow Out 1** instead of **Inverse+Sync**, the values to enter for both Outs are 100 and 100 (both positive). For Direct Connect to Out 1 only, you'd enter 0 instead of -100.

If you choose to use a positive **Offset**, one very important thing you mustn't forget is its effect on available **Amplitude**.



The 5M generator has a voltage range that goes from -10 volts to +10 volts. This gives us a total range of 20 volts when measured from the highest negative peak to the highest positive peak, so the generators output 20 volts *peak to peak*.

However, since we've applied a 100% positive **Offset** here and pushed the waveform up into the positive phase only, this means that the voltage available for a potential negative phase is not used, since no part of the signal is now negative.

As a result, applying an **Offset** to any waveform *may* reduce the overall amplitude of your signal (see table below).

XM Amplitude Setting	XM Offset Setting (%)	Output Signal Vmax (V)	Output Signal Vmin (V)	Total Output Signal (Vpp)
5	0	+2.5	-2.5	5
5	100	+5	0	5
10	0	+5	-5	10
10	100	+10	0	10
20	0	+10	-10	20
20	100	+10	0	10

*Vmax = Volts maximum. Vmin = Volts minimum. Vpp = Volts peak to peak.*

**NOTE:** applying a 100% **Offset** means that only one LED on your Spooky Remote will light. This is normal.

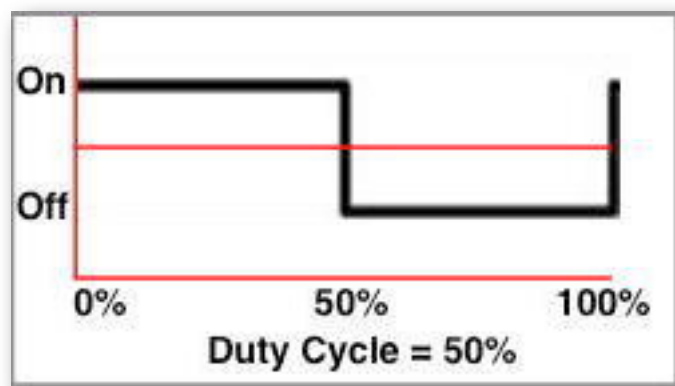


## Duty Cycle

**Duty Cycle** can be a confusing concept to grasp for many newcomers to Rife technology. So let's try to unconfuse things as much as possible. Every waveform has a cycle – this is one complete iteration of the wave from its beginning to its end, then it repeats the exact same pattern for the next wave cycle.

**Duty Cycle** is related to this, but it dictates strictly one thing – for how long during a wave's cycle the signal is held constant at its maximum amplitude. And this is the key to understanding it. Because if you cast your mind back to a few moments ago when we went through all the different waveforms, you'll remember that each of them is *constantly* changing its amplitude. Except for one – the square wave.

A square wave goes from zero to full amplitude almost instantly, then holds that amplitude constant for a period of time before falling almost instantly back to zero again. **Duty Cycle** is what gives us control over the length of the period for which that constant amplitude is held – so **Duty Cycle** really can only ever apply to a plain square wave.



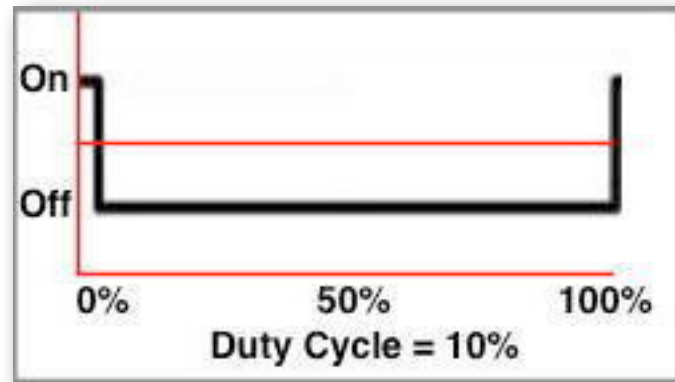
This one on the left has a default **Duty Cycle** of 50%. This means that the signal is delivered at full amplitude for half of the wave's natural cycle, then it's "turned off" until the next wave cycle begins.

If you set its **Duty Cycle** to 0%, you'd have no signal at all, and if you set it to 100%, you'd have a constant uninterrupted signal, neither of which are useful in Rife therapy.

So **Duty Cycle** gives you control over how long the square wave's maximum amplitude is held steady inside every cycle of the wave. As a result, it can be thought of as a kind of built-in **Gate**. However, due to the nature of the square wave, **Duty Cycle** is much more useful than this.

A square wave is naturally rich in odd harmonics – 3rd, 5th, 7th, 9th, and so on. However, it is almost as if these harmonics are not generated instantly in time, but revealed instead in a lightning-fast "glissando," much like someone running a finger up the

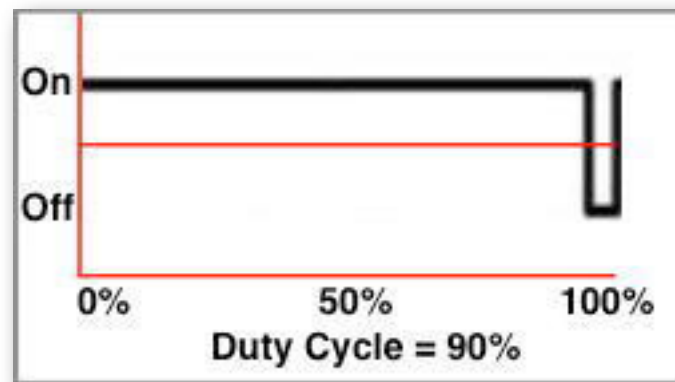
keys of a piano. So the larger the square wave's **Duty Cycle** value is, the more harmonics are revealed because the "glissando" is being "played" for longer. And once you start to go much higher than 50%, the even harmonics start to show themselves, too.



This square wave has a **Duty Cycle** of 10%. This means that it's delivering power for 10% of its total wave cycle duration, and turned off for the remaining 90%.

**Duty Cycles** of less than 50% are not really very useful, and I can't think of any reason why I'd want to do this, unless it was for pure experimentation.

The more useful values are over 50%, and I've seen 67%, 72%, 81%, and 93% being recommended by various experienced rifers.



At the other end of the scale, here's a square wave with a **Duty Cycle** of 90%. This delivers power at a constant amplitude for 90% of the wave cycle's duration, then turns off for the remaining 10%.

This is a lot more useful than the previous example.

However, it must be said that we've found that using an inverse sawtooth, a waveform naturally rich in both odd and even harmonics, is a better bet for killing pathogens, and a plain sawtooth is now yielding excellent experimental results for healing and detoxification applications.

For me personally, this makes a great deal of sense. Here's why:

The heart of every symphony orchestra is the strings section – full-bodied, rich, and powerful. As a former professional composer and sound designer, I can convincingly emulate an entire orchestral strings section on a music synthesizer using only sawtooth waves. I can't do that with square waves., which are good for emulating brass instruments only. Nice, but not the same thing.

## Understanding Spooky Remote

Spooky Remote was introduced before the 5M generator was available. So the only generator you could use with it was the UDB1108S. At that time, calibrating this generator had to be done manually with a multimeter.

Because this cheap and cheerful unit's components tended to drift over time, you had to do your calibration routine at least once a month, but preferably every week – a painful chore if you were using a bunch of UDBs, as I was.

But Spooky Remote offered a brilliantly simple way to calibrate quickly and easily without needing a multimeter.

Every Remote has two red LEDs. One LED uses the positive part of the signal to illuminate, and the other uses the negative part. So when you loaded the “Signal Test” set and ran it, you turned the AMPLITUDE knob up full, then adjusted the OFFSET knob until both LEDs shone equally brightly.

When they did, your setup was calibrated – meaning that the positive and negative aspects of the signal were equal in strength. In other words, the signal's **Offset** from the point of equal power was zero. This meant you could recalibrate as often as you wished, even in the middle of a Program, and I believe that the constant application of properly calibrated frequencies was responsible for at least some of the excellent results that started to come in after the Remote entered widespread use.

However, after the introduction of the 5M generator, which is calibrated by the user entering values for **Amplitude** and **Offset** in the Spooky<sup>2</sup> software, the Remote LEDs didn't seem to have any purpose other than letting the user know that a signal was being transmitted.

Many users were confused.

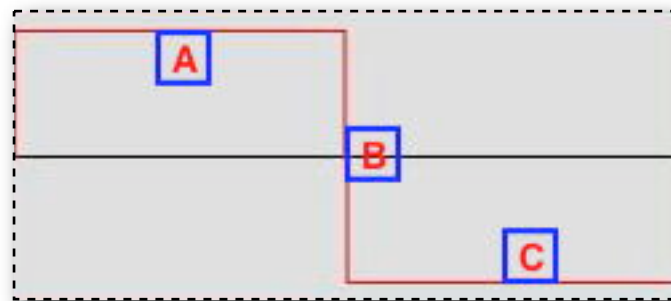
Seemingly baffling LED behaviour ranging from only one LED lighting to neither of them working was reported.

But to those with “The Knowledge,” this was all normal, and to be expected.

The truth is that the LEDs are far more useful than they appear, and once you understand how they work, you'll be able to judge at a glance a lot more of what's going on in your generator.

Three things control how the LEDs respond to the signal – frequency, waveform, and amplitude. I don't own an oscilloscope, so I've constructed the graphics in Spooky<sup>2</sup> by using **Wave Cycle Multipliers** to give you an indication of what's going on. First, let's look at frequency:

## Remote & frequency



This is a 1Hz square wave. It completes one positive-to-negative cycle every second.

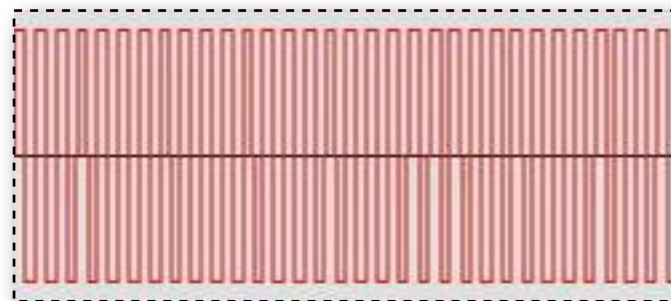
**A:** Signal is positive for half a second, so the left LED lights for half a second.

**B:** Signal immediately drops through 0 to negative.

**C:** Signal is negative for half a second, so the right LED lights for half a second.

The LEDs turn on and off very slowly, and are never both lit at the same time.

Now here's a 32Hz square wave – it completes 32 positive-to-negative cycles every second. Count the peaks – there are 32.



With this frequency, the entire **A-B-C** cycle described above takes place 32 times every second.

This means that for every one of those 32 cycles, the signal is positive for 1/64th of a second, so the left LED is lit for 1/64th of a second.

The signal then goes negative for 1/64th of a second, so the right LED lights for 1/64th of a second.



Now the LEDs are both flashing very quickly. Nevertheless, it's always the case that only one of them is lit at a time.

Note that if you use a **Wave Cycle Multiplier** of 12, the frequency sent to the 5M is divided by 12. Now let's move it up a notch.

Here's a 256Hz square wave. Please note that a real one you'd see on an oscilloscope doesn't look exactly like this – what we're running up against here are the resolution limits of computer screens. Nevertheless, 256 cycles in a single second moves the peaks of each one so close to one another that the PC screen cannot show any degree of separation between them.



Now, the original **A-B-C** positive-to-negative cycle happens 256 times every second.

And for each of those 256 cycles, the signal is positive for 1/512th of a second, so the left LED lights for 1/512th of second.

The cycle then goes negative for 1/512th of a second, so the right LED is lit for 1/512th of a second.

Now each LED will appear to be constantly lit, at equal brightness. However, as you now know, it's not possible for each LED to be lit at the same time, because the signal can never be both positive and negative at the same time, so what you're seeing is an illusion that's caused by the limits of the human eye.

That same illusion is what allows movies, which are a series of still photos transmitted in sequence at a frequency of about 24 per second, to appear to be a facsimile of real life.

We come up against a different type of limit when we start to transmit very high frequencies in the megahertz range – which is millions of cycles every second: the limits of some of our present-day technologies.

What happens with high MHz frequencies is that the cycle switches from positive to negative so fast that neither LED has time to switch on fully before it receives the signal to switch off again. The result is the LEDs appear to go very dim, and may even appear to be turned off completely.

This doesn't mean that Spooky<sup>2</sup>, the generator, or the Remote have stopped working – just that current LED switching technology isn't fast enough to keep up with what's happening with an extremely fast signal. This is nothing to worry about.

## Remote & amplitude

However, there's another scenario where the LEDs can appear to be very dim, or even unlit – and this one doesn't involve very high frequencies at all.

Every time an LED lights up, it uses a very tiny fraction of the frequency's motive power – amplitude, otherwise known as voltage. At amplitudes above about 5volts, you won't really see any difference in the luminance of the LEDs. However, if you set your amplitude lower than this, the voltage available to light up the LEDs drops off, and the result is that they appear to be dim. At very low amplitudes, they will look like they're not working at all.

This is also nothing to worry about. In fact, it's a good thing because it means that **all** of the frequency's voltage is being used for the purpose intended – healing.

## Remote & waveform

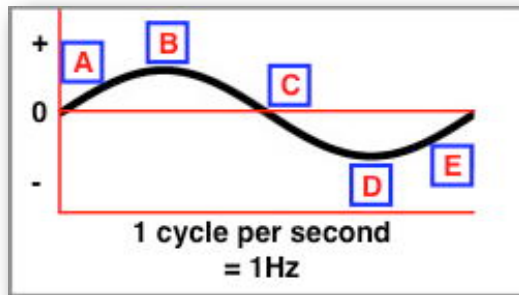
Would it surprise you to learn that you can get a pretty good idea of which waveform is being used on a Channel from watching how the Remote LEDs behave at low frequencies?

For all of the examples I've already shown you, we used a square wave. With a square, the power is always constant at positive and negative polarities, and the change from positive to negative is almost instantaneous.

However, exactly the same positive-to-negative switching principles apply to all the waveforms in Spooky<sup>2</sup>, and at low frequencies, you'll be able to see that the changes in brightness of both LEDs reflects the actual shape of the waveform.

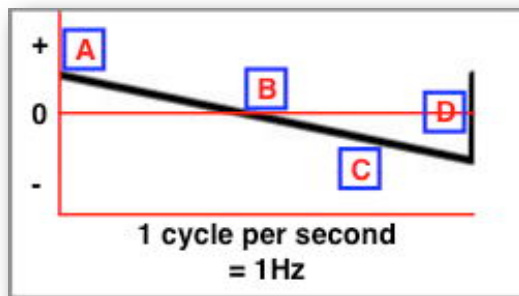
Let's go back to some of the original waveform graphics to explain what happens:

Here's what happens with a 1Hz sine wave:



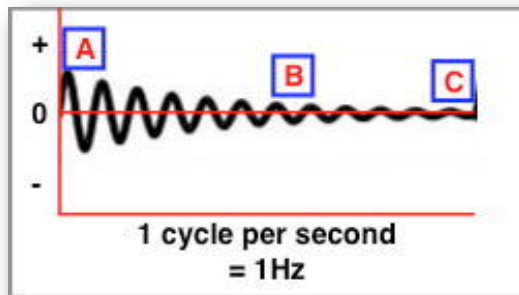
- A:** positive amplitude ramps up, so the left LED gets progressively brighter.
- B:** amplitude has reached its high point, so the left LED is at its brightest.
- C:** amplitude falls, so the LED dims and goes out, while the right LED starts to brighten.
- D:** negative amplitude reaches its high point, so the right LED is at its brightest.
- E:** amplitude once again starts to go positive, so the right LED starts to dim.

Here's an inverse sawtooth waveform, also at 1Hz:



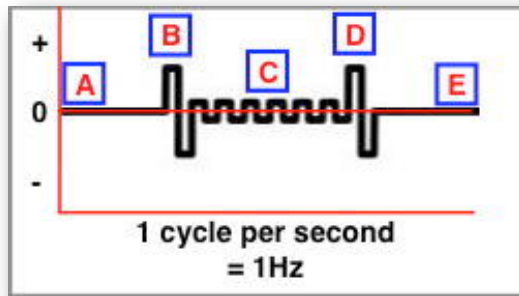
- A:** positive amplitude falls at a constant rate, so the left LED slowly dims.
- B:** amplitude passes through 0, the left LED goes out and the right one comes on.
- C:** negative amplitude increases at a constant rate, so the right LED slowly brightens.
- D:** amplitude rises through 0 to peak positive, so the right LED goes out, and the left one immediately brightens fully.

Let's take a look at the 1 Hz damped sinusoidal:



- A:** amplitude is at peak, so the left LED is fully lit. As amplitude ramps down, the LED dims and goes out, and the right LED comes on dimly and starts to brighten.
- B:** amplitude falls away with 12 internal rises and falls passing from positive to negative through 0. So each LED will brighten and dim 12 times in succession, and the brightness ramps up and down gradually. With a damped square, the LEDs wouldn't ramp up and down – they'd simply switch on and off alternately.
- C:** at this point, both LEDs are very dimly lit because of the low amplitudes. Finally, the amplitude returns to peak positive to start the cycle all over again.

By now, you should be able to predict LED behaviour when Spooky Remote is fed a 1Hz H-Bomb square:



**A:** amplitude is at 0, so neither LED is lit.

**B:** amplitude rises to peak positive level, then falls through 0 to peak negative level. This means that the left LED will light fully, then go out as the right LED illuminates fully.

**C:** amplitude rises and proceeds through six smaller internal switches. So each LED switches six times in succession, but not to the same intensity of brightness as the first peak. With a H-Bomb sinusoidal, the LEDs will dim and brighten gradually rather than switch.

**D:** Step **B** is repeated.

**E:** amplitude returns to 0, so both LEDs go out.

Finally, before we move on, there's one very important thing you will have realised from reading all the foregoing:

The Spooky Remote LEDs are powered and controlled by frequency, waveform, and amplitude.

If Spooky<sup>2</sup> is not sending a Program to instruct your generator to create these, the Remote will naturally receive none of them. So neither one of the Remote LEDs can possibly light up.

Now you, too, have "The Knowledge."

You should experiment for yourself with the various waveforms and very low frequencies at different amplitudes so you can see for yourself the different results they produce in various combinations.

With a little practice and patience, you can learn to use the Remote's LEDs as a useful tool rather than simply a way to answer today's burning technical question:

*"Is this thing on?"*



# Understanding Spectrum

When I told John I wanted to do a section designed to make Spectrum easy, he laughed and wished me luck. Now I know why: the mathematics underlying it baffles even the best engineers, and many professional mathematicians would be hard pressed to understand what's going on under the hood.

So the best I can do is to explain how the Spectrum parameters affect the output signal, and give you some examples. This will give you a good handle on it all. But the first thing you must understand about Spectrum is what it's meant to be used for.

Spectrum was designed to kill every organism foreign to the body. Its primary purpose is not to heal, not to support, not to detox. It's really meant to be an executioner – for viruses, bacteria, fungi, mould, yeast, and parasites. So whenever you use it, you should also run detox and support Programs.

There are five sweeps that use Spectrum in the Spooky<sup>2</sup> database. And the Create Spectrum Sweep facility makes it easy to design your own. However, you should remember that a sweep slowly moves from one frequency to another, so you will need to know the low and high frequencies that define the range in which your chosen target lives.

But sweeps are pretty straightforward. What's less well understood is the idea of applying Spectrum to static single frequencies. The first technical area we must look at is power – or amplitude:

Spectrum is a mathematical way to make one “parent” static *or* moving frequency produce up to 1,024 “child” frequencies simultaneously, spread equally above and below that frequency. While this is an amazing feat, you must never forget that a generator's available amplitude is divided between all the frequencies it's currently transmitting.

The 5M, 10M, and 20M generators operate at a maximum of 20 volts.

So if you build a Spectrum that creates 1,024 frequencies at the same time, the amplitude of each would be 0.01953125volts – less than one fiftieth of a volt. While this might be useful in Remote Mode – we can't say for sure yet because we haven't had time to research it – it's certain that it would be no good in Contact Mode, which needs higher far voltages to penetrate the skin.

There are two answers to this problem. The first is to reduce the number of frequencies being transmitted so there's more power available to each of them. The second is to use Spooky Central, available in early 2016. Since it's presently our only option, let's start with the first case by defining our terms:

**Centre Frequency:** this is your frequency on which the Spectrum will be *centred* – child frequencies will range above and below.

**Spectrum %:** this is how you set the *range* within which frequencies will be created – Spectrum is always a percentage of your Centre Frequency.

**Wave Cycle Multiplier (X):** this is how you set the *number* of child frequencies to be produced. Because frequencies are created both above and below the centre frequency, the number of child frequencies you create will be *twice* the value you enter here.

To make things easier to follow, let's say we want to apply Spectrum to a frequency of 500Hz – this is our Centre Frequency.

**Example 1:** we want to create 100 child frequencies that will range from 450Hz to 550Hz with the values 450, 451, 452, 453, 454, 455, etc. So 500Hz is our Centre Frequency and each frequency is spaced 1Hz apart. Here's how to find the value to enter for **Spectrum %** to make this happen:

**A:** we want 100 child frequencies, so our **Wave Cycle Multiplier** must be half this – 50. Multiply this value by 100:

$$50 \times 100 = 5000$$

**B:** multiply this result by our required frequency spacing – 1Hz:

$$5000 \times 1 = 5000$$

**C:** divide this by our Centre Frequency – 500Hz:

$$5000 / 500 = 10$$

So **10** is the value we must enter in the **Spectrum %** field and **50** in the **Wave Cycle Multiplier** field to produce our result.

**Example 2:** let's make Spooky<sup>2</sup> output 20 individual frequencies ranging from 990-1,010Hz in 1Hz steps. This is a far more effective way to produce a cluster of frequencies around a set Centre Frequency than by using any frequency wobble – wobbled frequencies are produced one after another (they're linear), and thus their dwell is momentary. Spectrum frequencies are produced in parallel, and their dwells are thus all equal to the Centre Frequency's dwell:

**A:** we want 20 child frequencies, so our **Wave Cycle Multiplier** must be half this – 10. Multiply this value by 100:

$$10 \times 100 = 1000$$

**B:** multiply this result by our required frequency spacing – 1Hz:

$$1000 \times 1 = 1000$$

**C:** divide this by our Centre Frequency – 1,000Hz:

$$1000 / 1000 = 1$$

So **1** is the value we must enter in the **Spectrum %** field and **10** in the **Wave Cycle Multiplier** field to produce our result.

**Example 3:** let's say that we wish to produce 20 evenly-spaced frequencies centred around 1,000Hz ranging from 500Hz to 1,500Hz to produce the sequence 500, 550, 600, 650, 700, 750, 800, 850, 900, 950, 1000, 1050, 1100, 1150, 1200, 1250, 1300, 1350, 1400, 1450, and 1500. There are 21 frequencies in all – our Centre Frequency plus 10 below it and 10 above it.

**A:** we want 20 child frequencies, so our **Wave Cycle Multiplier** must be half this – 10. Multiply this value by 100:

$$10 \times 100 = 1000$$

**B:** multiply this result by our required frequency spacing – 50Hz:

$$1000 \times 50 = 50000$$

**C:** divide this by our Centre Frequency – 1,000Hz:

$$50000 / 1000 = 50$$

So **50** is the value we must enter in the **Spectrum %** field and **10** in the **Wave Cycle Multiplier** field to produce our result.

**Example 4:** let's introduce another factor – Mortal Oscillatory Rate tolerance. This is the actual frequency of the pathogen.

Dr. Rife found that if you used any frequency that was within +/- .025% of the pathogen's MOR, it would still be killed.

To see how this can be very useful, we'll take a look at two frequencies – 150Hz and 1,500,000Hz (1.5MHz).

The tolerance for 150Hz is .0375Hz (.025% of 150Hz), which means that any frequency from 149.9625Hz to 150.0375Hz will kill a pathogen whose MOR is 150Hz. Interesting, but not too useful.

However, it's very important to remember that virtually all the frequencies we have today were developed on machines that had a top frequency limit of 10,000Hz or 100,000Hz. But Dr. Rife and Dr. Clark had found that the actual MORs of pathogens were up in the megahertz range – which these machines couldn't transmit.

This means that we're still dealing with low weaker subharmonics because of the technical limitations of the past.

But that day is over now – Spooky<sup>2</sup> can transmit up to 25 million Hertz. So here's where MOR tolerance becomes useful to us:

The tolerance for 1,500,000Hz (1.5MHz) is 375Hz, which means that any frequency from 1,499,625Hz to 1,500,375Hz will kill a pathogen whose MOR is 1.5MHz – but it will also kill everything else whose MORs lie within that range.



And that's not the only benefit. MOR tolerance up in the MHz range means we can take far bigger steps through frequencies and still be guaranteed we're going to kill bad guys.

Here's one example of this using 1.5MHz as our Centre Frequency:

**A:** let's say we want 100 child frequencies, so our **Wave Cycle Multiplier** must be half this – 50. Multiply this value by 100:

$$50 \times 100 = 5000$$

**B:** multiply this result by our required frequency spacing – we're allowed up to 375Hz, but let's play safe and choose 350Hz:

$$5000 \times 350 = 1750000$$

**C:** divide this by our Centre Frequency – 1,500,000Hz:

$$1750000 / 1500000 = 1.17$$

So **1.17** is the value you must enter in the **Spectrum %** field and **50** in the **Wave Cycle Multiplier** field to produce your result:

By transmitting 1.5MHz with these **Spectrum %** and **Wave Cycle Multiplier** settings, you will hit every pathogen whose MOR lies between 1,482,150Hz and 1,517,850Hz.

That's a lot of territory that can be covered by just one frequency.

So by carefully designing custom Spectrum frequency sets with the right Centre Frequencies, you can start to take giant strides through the entire MHz range, which is where all the bad guys really hang out.

Suddenly, those very big numbers are not quite as daunting as you may have thought.

## Two formulas

1. The formula to calculate the required **Spectrum %** value is:

$$\text{Spectrum} = (\text{half the number of child frequencies required} \times 100) \times \text{frequency spacing desired} / \text{Centre Frequency}$$

2. The formula to calculate the frequency spacing that will be produced by any given **Spectrum %** value is:

$$\text{Frequency spacing} = (\text{Centre Frequency} \times \text{Spectrum}) / (\text{Wave Cycle Multiplier} \times 100)$$

Note that calculations enclosed in parentheses should always be resolved first before carrying out any other mathematical operations.

So in the example above, you'd first multiply Centre Frequency by **Spectrum %**, note down the result, then multiply the **Wave Cycle Multiplier** by 100. Only then would you divide your first result by your second one.

One final word of advice about Spectrum:

Always sit down with pencil, paper, and calculator first and plan exactly what you want to achieve. Once you get the hang of it, there's no limit to what can be done.

But for the moment, if you wish to try doing contact Spectrum sessions, don't forget to divide the generator's amplitude by the number of child frequencies plus the Centre Frequency to see how much power each frequency is going to be allocated.

## Multitalented Spooky<sup>2</sup>

I've owned three very expensive topline commercial Rife machines that together cost me the price of a small car. I returned the most expensive one for a partial refund because it kept breaking down. A second one never worked from the moment I took it out of the box. The third works fine, and it's built like a tank, so it fulfils the first necessity for any machine that's going to be (literally) vitally important – reliability.

Yet I choose to use the cheap and cheerful Spooky<sup>2</sup>. I use it because I believe it's the most powerful, effective, and versatile Rife machine that money can buy. *Very little* money. But Spooky<sup>2</sup> isn't just a Rife machine. Right now, it can also:

- ▶ Make superior nano-colloidal/ionic silver.
- ▶ Function as a powerful Clark zapper – with Spectrum zapping as an added bonus.
- ▶ Be used very effectively as a foot tubs Rife system (new section coming soon).
- ▶ Eradicate insect pests and moulds in the home.

And more is planned for the future. *A lot* more...

## Colloidal silver

Some forgotten facts were once common knowledge. Almost 100 years of ceaseless marketing and lies has convinced the public that drugs are the best way to combat illnesses – a lie becomes the truth if repeated often enough. Why? The most effective way to control any society is to get – and keep – an iron grip on the health of its members. Sick people can't put up a much of a fight.

It's time for a change. Spooky wants everyone to take control over their own health. It all begins with education. And the truth.

Before money dictated health matters, cheap remedies were effective. The ancient Romans used plain honey to prevent cuts from becoming infected. Burdock (a common thistle) has been used for treating chronic diseases such as cancers, diabetes, and AIDS. It is a blood purifier that can also be applied directly to the skin to treat problems such as eczema, acne, and psoriasis.

No profits can be made from weeds, so drugs were created. The term “side effect” was invented to make drug dangers appear unimportant. The correct term should be “unwanted effect.” The US Department of Agriculture's Division of Chemistry (later renamed the FDA) questioned the effectiveness of many of the time-proven cures. Finally, the big push came to make most natural cures illegal.

Before refrigeration was common, people would drop a silver coin into their milk jar to keep the milk fresh for longer. Silver cutlery was – and still is – used to combat bacteria. Silver has an amazing ability to kill viral, bacterial and fungal organisms. An independent test by Larry C. Ford, the MD of the Department of Obstetrics and Gynecology from UCLA School of Medicine, concluded that colloidal silver kills more than 650 bacteria, fungi, parasites, molds and fungi, all of which have the potential to cause diseases.

Silver is a threat to drug sales, so doubt needed to be placed on its safety. Reports of two people who drank massive amounts of incorrectly-made ionic silver were widely distributed. Their skin had turned blue. These reports omitted the dangers of common drugs such as Paracetamol, which can cause devastating liver damage if just a few pills too many are taken regularly. This drug can be bought at any supermarket without prescription.

In 2009, the US Centers for Disease Control and Prevention (CDC), a notoriously conservative (and some would now say untrustworthy) body released a report which showed that prescription drugs killed 37,485 Americans in that year– versus 36,284 killed in road traffic accidents. Common drugs believed by many to be innocuous caused more deaths than heroin and cocaine combined in that year.

In contrast, silver is safe and effective. It has been used for over 2,000 years to prevent sickness and heal. Our bodies need silver to function properly.

It's important to understand the difference between colloidal silver and ionic silver.

Colloidal Silver is small silver particles suspended in a liquid. These particles are stable and suitable for both external (skin) and internal use. It is the most desirable form of silver solution. Spooky<sup>2</sup> can make true colloidal silver.



Ionic silver is silver atoms dissolved within a liquid. The atom size is much smaller than colloidal silver particles. Each atom is missing one electron, making them highly reactive. Ionic silver is converted into undesirable silver chloride when it encounters body salts, so may be suitable for external (skin) use only.

Marketing hype has created confusion. Most “colloidal silver” being sold and made is in fact more than 90% ionic silver which is only suitable for topical use. Once inside the body it becomes ineffective. The particle size of ionic silver is one molecule.

There are visible differences between colloidal silver and ionic silver. These drinking glasses contain two different batches of silver solution, each with roughly 15ppm silver concentration. The glass on the left was made using the old-fashioned direct current (battery) method. It has a high ionic content, no color, and is clear. Adding salt, however, will make it turn cloudy as the silver ions convert to silver chloride. The glass on the right has a high colloidal content and a golden hue. Adding salt will not alter its clarity. It was created over two days using very low current and the special Spooky<sup>2</sup> waveform.



### **Instructions:**

Follow the simple steps on the next couple of pages to create true nano-particle colloidal silver with a high silver content.

The silver particle size will be very small. This increases effectiveness.

American Wire Gauge (AWG)	Diameter (inches)	Diameter (mm)	Cross Sectional Area (mm <sup>2</sup> )
0000	0.46	11.68	107.16
000	0.4096	10.40	84.97
00	0.3648	9.27	67.40
0	0.3249	8.25	53.46
1	0.2893	7.35	42.39
2	0.2576	6.54	33.61
3	0.2294	5.83	26.65
4	0.2043	5.19	21.14
5	0.1819	4.62	16.76
6	0.162	4.11	13.29
7	0.1443	3.67	10.55
8	0.1285	3.26	8.36
9	0.1144	2.91	6.63
10	0.1019	2.59	5.26
11	0.0907	2.30	4.17
12	0.0808	2.05	3.31
13	0.072	1.83	2.63
14	0.0641	1.63	2.08
15	0.0571	1.45	1.65
16	0.0508	1.29	1.31
17	0.0453	1.15	1.04
18	0.0403	1.02	0.82
19	0.0359	0.91	0.65
20	0.032	0.81	0.52
21	0.0285	0.72	0.41
22	0.0254	0.65	0.33
23	0.0226	0.57	0.26
24	0.0201	0.51	0.20
25	0.0179	0.45	0.16
26	0.0159	0.40	0.13

1. Fill a glass or ceramic container with distilled water. Do **not** use tap or filtered water. These will almost certainly contain unwanted impurities and chemicals.

2. Place two clean and shiny silver rods in the water. They must be more than one inch apart and larger than 14 AWG in thickness – 9 AWG is ideal because the surface area is greater.

This makes smaller particles and has the bonus of being stronger.

The rods should be at least 99.99% pure silver.

**Find silver rods:** [StartPage search list](#).



**3.** Connect one output channel of the 5M generator to each rod.

You can do this either by using a Spooky Boost 2.0 signal processor, or the red clips of two individual BNC-to-alligator clips cables.

The Spooky2 Silver Kit (left) comes with Spooky Boost 2.0 and two 99.99% pure silver rods, and you can find it [here](#).

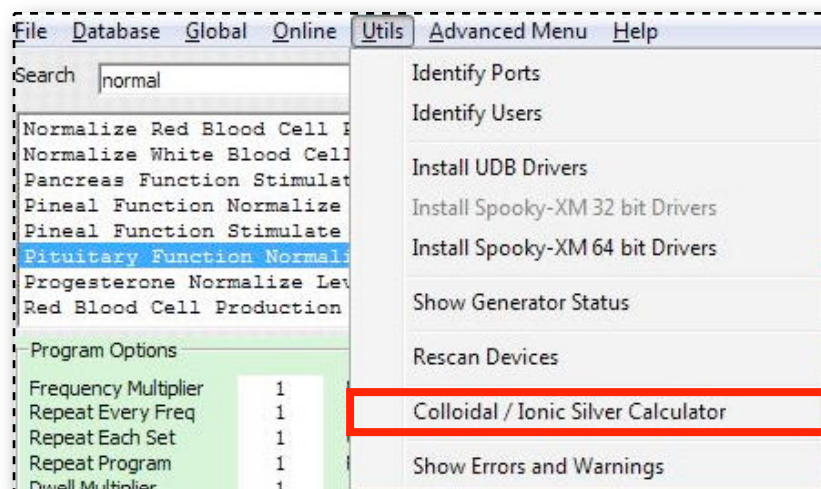
Alternatively, connect a 10,000 ohm resistor in series with one rod to limit the current. This resistor can be connected to the silver rod by twisting or screws. Do not solder the resistor as it may introduce dangerous lead into the system.

These components are also called 10 kilohm or 10k resistors.

You can buy them very cheaply at any electronic supplies store, or direct from Amazon USA [here](#) or Maplin UK [here](#).

**Note:** using this resistor is not absolutely necessary to make CS, but it will greatly improve the quality of your brew.





4. Launch Spooky<sup>2</sup> and use the calculator to estimate the **Dwell** you need to enter for the Colloidal Silver Generation program. You may have to go to step 5 and briefly run the generator to measure the **Current (mA)** with a multimeter so you can enter it in the calculator.

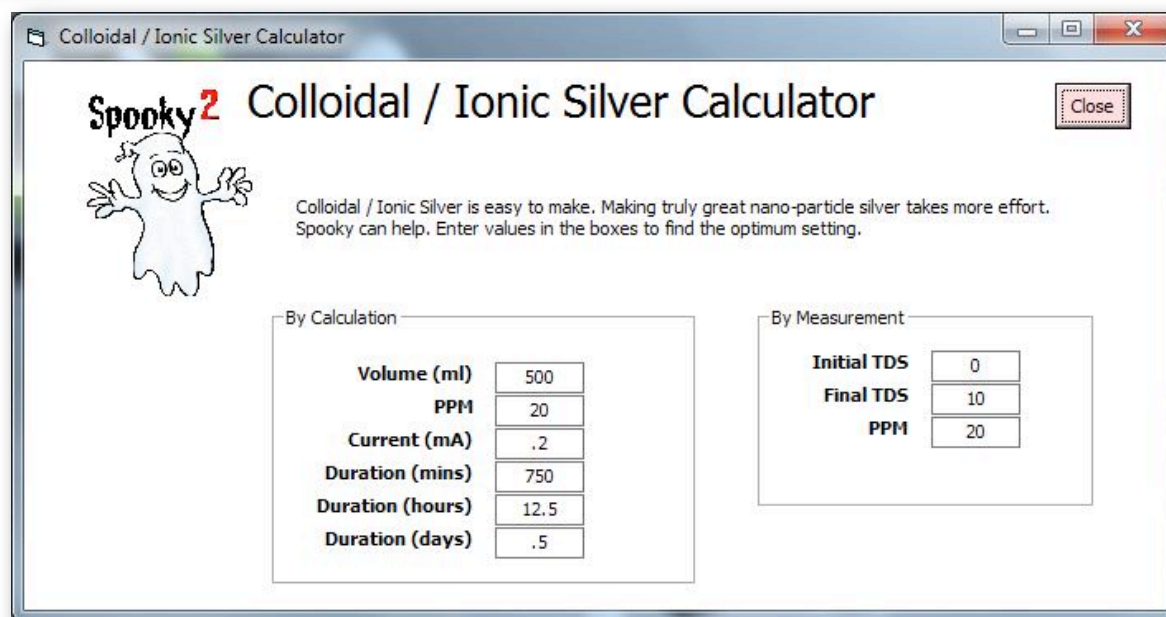
The six fields in the **By Calculation** pane are interactive. Changing a value in one will alter the values in the others. Enter your numbers in the top three to find the **Dwell Multiplier** you need to enter in the **Program Options** pane.

The total time needed to make your CS will be shown.

In the **By Measurement** pane, enter the TDS of your distilled water before you start, then the TDS of the final product (or during production). The estimated **PPM** will be shown beneath. Or enter a PPM value to get the target TDS value.

Note that a TDS (Total Dissolved Solids) meter will **NOT** measure the colloidal silver content of a solution. Colloids are not dissolved solids.

If you don't have a multimeter to measure the current, simply make the supposition that your system will consume 0.2 mA. This is a very rough average estimate that assumes you have two 9 AWG rods one inch apart submerged to a depth of 12 inches in distilled water.





5. Load the JW-Colloidal Silver Generation Preset and the Colloidal Silver waveform. Enter the estimated dwell into the Dwell Multiplier field and start the Channel. The waveform has been designed to produce very small silver particles of varying size. Do not rush the manufacturing process. Slower is better. Now start your Channel. And good luck!

The screenshot shows the Spooky2 software interface with the following details:

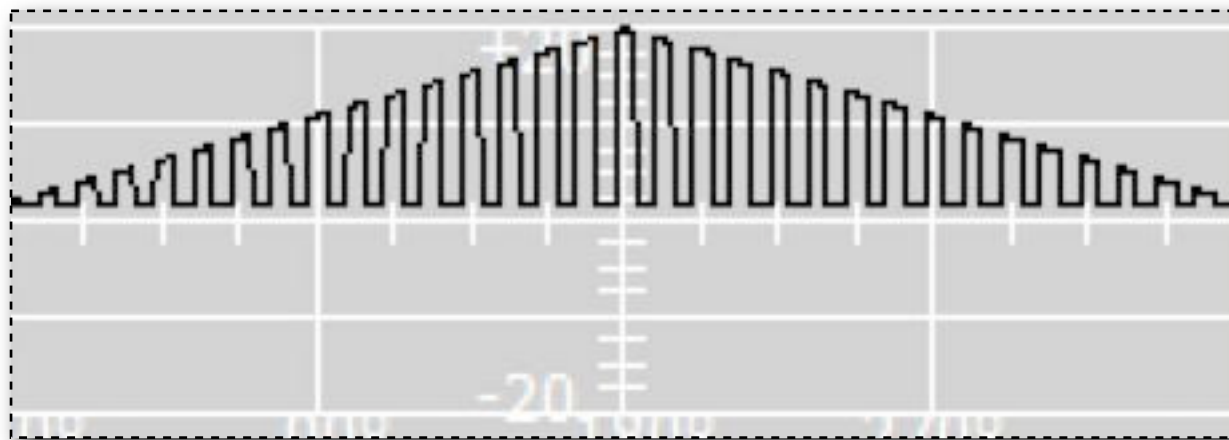
- Title Bar:** Spooky2 1st April 2016 (c) John White
- Menu Bar:** File, Database, Global, Online, Utils, Advanced Menu, Help
- Search Bar:** JW - Colloidal Silver Generation (highlighted in red)
- Database List:**
  - Abdominal Cramps XTRA 72, 95, 190, 304
  - Abdominal Inflammation CAFL 2720, 2489, 2170, 1865, 1800, 1600, 1550, 880, 832, 802, 787, 776, 727, 660, 465, 450, 444, 440, 428, 380, 146, 125, 95, 72, 20, 1.2
  - Abdominal Pain CAFL 10000, 3000, 95, 3, 3040, 522, 440, 160, 124, 26
  - Abdominal Pain XTRA 5000, 10000
  - Abscess Nocardia Asteroide XTRA 228, 231, 237, 694, 710, 887, 2890, 11092.19, 11096.87, 17679.38
  - Abscesses 2 XTRA 2720, 2170, 1865, 1550, 880, 802, 787, 727, 500, 444, 190
  - Abscesses 3 XTRA 2720, 2170, 1865, 1550, 880, 802, 787, 760, 727, 690, 660, 500, 465, 450, 444, 428, 190
  - Abscesses Secondary CAFL 1550, 802, 760, 660, 465, 450, 444, 428
- Program Options:**
  - Frequency Multiplier: 1
  - Repeat Every Freq: 1
  - Repeat Each Set: 1
  - Repeat Program: 1
  - Dwell Multiplier: 60 (highlighted in red)
  - Amplitude Wobble: Disabled
  - Frequency Wobble: Disabled
  - Amplitude Ramp: 0
  - Pause From: 08:01 pm to 08:01 pm
  - Out 1: 50, 20, 10, 0
  - Out 2: 50, 20, -10, 0
  - Frequency Limits (Hz): > 0, < 0
  - Use Harmonic Type: Octal
  - \* = Experimental
  - Apply
  - Frequencies Directly
  - Do NOT sort frequencies
- Waveform Section:**
  - Out 1 = 0 X 0 + 0 Hz
  - Out 2 = (Out 1 X 1) + 0 Hz
  - Out 2 = (Out 1 X 1) + 0 Volts
  - Swap Waveform: 300 Seconds (highlighted in red)
  - Swap Frequencies + Amplitudes for Out 1 and Out 2
- Channel Data Window:**
  - Channel 128
  - Channel Data
  - JW - Colloidal Silver Generation (highlighted in red)
  - Allow Channel Overwrites
  - Enable Emails
  - Send Screenshot
  - Send Error Log
  - Selected Programs: JW - Colloidal Silver (CUST)
  - Notes: These are John White's recommended settings for generating Colloidal Silver. A range of nano-sized silver particles will be created. Use the Colloidal Silver waveform. The Spooky2 calculator will provide an estimate of the dwell. Set the Dwell Multiplier to the number of minutes you wish to run the program.
  - Email Message
  - Total Run Time: 01:00:00
  - Send Email
  - Save As
- Waveform Display:**
  - Waveform: 1, 2
  - Colloidal Silver (highlighted in red)
  - Sine
  - Follow Out 1
  - Spike+Sync
  - Inverse+Sync
  - Spike Length Ratio: 1, 0, 2, 0
  - Spectrum: 1, 0, 2, 0
- Status Bar:** GC:2, CH:35, DX::w680, RX:ok, TE:0, WE:0, RE:0, CE:0, LE:0, P0:0, P1:0, P2:0, P3:0, P4:0

### Important Notes:

- The quality of CS will increase if it is made slowly. It can take more than a day to make a truly great batch.
- Use cold water. Hot water will speed up the process but the particle size will increase.
- Stir the water every hour to ensure the silver particles are evenly distributed.
- When your batch is done, it will be cloudy with sloughed-off silver oxide. Allow to stand for an hour before decanting so that this can fall as sediment to the bottom of the container.
- When the CS solution is ready for use it may be a light yellow/golden colour. This indicates a very small particle size. You can shine a laser light in the solution and see a visible red line, indicating microscopic silver particles in suspension.
- Store the CS solution in a dark glass container. Plastics and ultra violet light from the sun may cause the silver ions to lose their positive charge and clump together, losing their ability to heal.

### What makes the Spooky CS protocol special?

Three unique features help Spooky<sup>2</sup> produce remarkably high-quality colloidal silver.



**1.** The triangular shaped waveform uses pulses of varying amplitude DC. The amplitude sets the silver particle size drawn off the silver rod. Differing sizes of particles will be drawn off, each nanometers in size.

**2.** The waveform has a 10% DC offset that speeds up the manufacturing time.

**3.** The silver rods do not require cleaning. **Swap Waveform** inversions will turn the silver hydroxide buildup on the anode (+)

into plated silver that sediments to the bottom of the container. This prevents contamination of your silver solution.

## JW On Making Superior CS:



“It’s hard to find the strength of CS. People often use a TDS meter. However, colloidal silver is silver particles that are *suspended* in solution – only silver ions are *dissolved*. So TDS meters will only measure the ionic silver strength, not the colloidal strength.

“TDS meters measure the conductivity of water, and convert ohms to ppm.

“The CS that Spooky<sup>2</sup> makes has an exceptionally high ratio of CS to ionic silver. The calculator takes the initial TDS reading (only the distilled water – this should be 1 or less) and compares it with the later/final TDS reading.

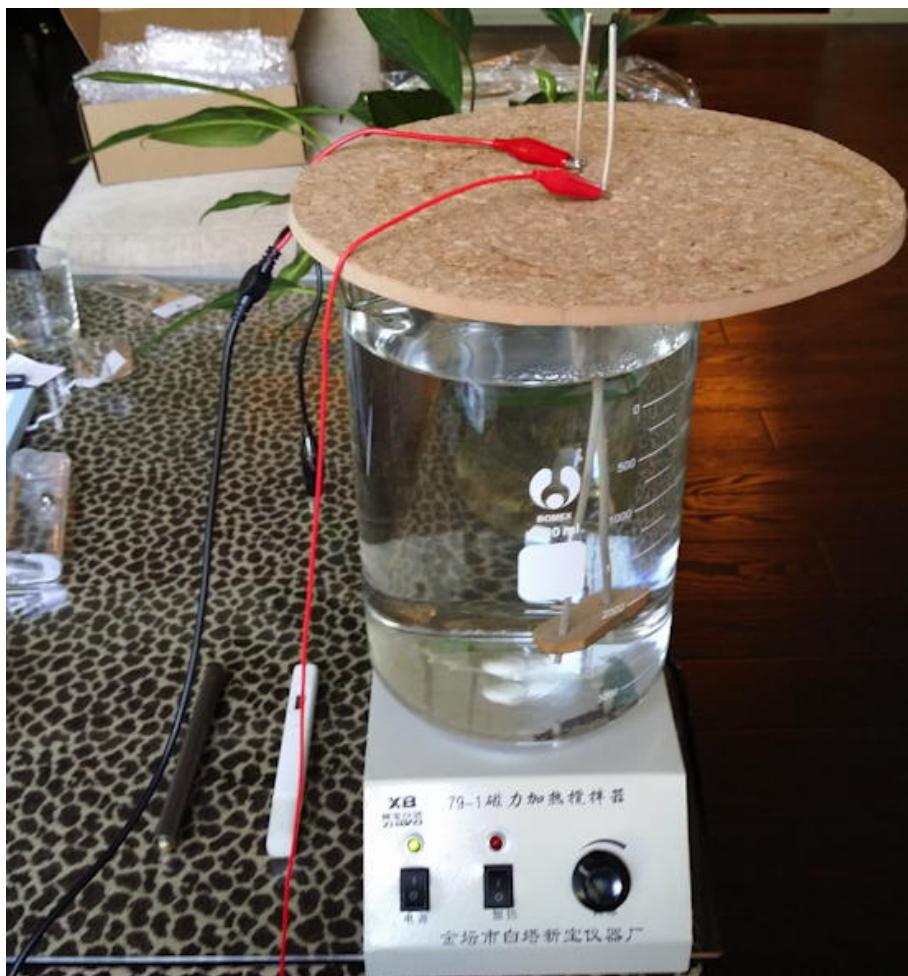
“From the difference in readings, Spooky<sup>2</sup> ascertains the true amount of silver (in ppm, or parts per million) that is in solution.

“A more accurate way of determining the ppm is to use a multimeter set to milliamps.

“Before you begin, set it all up and start a program using any dwell multiplier. Measure the current that passes through one of the rods by putting the multimeter in series.

“This means removing a clip connected to one of the silver rods and attaching it to one of the multimeter leads. When the other multimeter lead touches the rod you removed the clip from, a current will be shown. Entering this current value into the calculator along with the volume of the water will give a good estimate of the time necessary to make CS.





“The current that passes through the solution increases over time as more silver sloughs off the rods. The purpose of the 10k resistor is to keep the current more constant and low.

“I’m making CS as I type this. The program has run for 191519 seconds, and the current has increased from 0.21 mA to 0.3 mA. It will take 360000 seconds in total to make four litres of amazing CS. This is just over four days. I don’t mind waiting. The job is slotted into my rig, and one generator dedicated solely to CS production is really a no-brainer.

“On the previous page is a photo I took last night showing the quality of my current batch. Remember, this is only halfway through production. The laser beam gets even brighter later. Ionic silver has no beam since it has no silver solids in suspension to reflect the light – because silver ions *dissolve*.

“As regards using it, I don’t swallow my silver. I swish some in my mouth for two minutes, then spit it out. You can gargle it, too. The silver particles are small enough to enter cells directly.

“I haven’t cleaned my silver rods at all and they don’t need cleaning.

“And you don’t have to wake up every hour to stir the solution! Just get a magnetic stirrer. I forgot to mention that I use one of these set to approximately 4 RPM.

“Above is a photo of the setup in its entirety.”



## Clark zapper

Before Spooky<sup>2</sup>, only the well-upholstered could afford to play with Rife therapy. If you weren't well off, your only alternative was the zapper.

Invented by the wonderful and humane Dr. Hulda Clark, the schematics and instructions to build this at home using widely available inexpensive electronic components were given away freely.

So Spooky<sup>2</sup> stands in exalted company.

Since those days, a whole new industry has sprung up around zappers. There are some very good ones, and there are some not-so-good ones. And virtually all of them cost more than a Spooky<sup>2</sup> rig.

At its most basic, the original Clark zapper used one frequency – 30,000Hz. And it killed everything you pointed it at. So how can one single frequency possibly do this?

The answer lies in the settings Dr. Clark chose. Because her device had to be battery-powered, she was limited to an amplitude of 9 volts. She chose a square wave because she wanted as many odd harmonics (both higher and lower) as possible.

Her real genius lay in specifying a 100% positive Offset because pushing a square wave like this makes it produces a

huge spread of harmonic frequencies, from 0Hz up into the MHz range, all of them spaced 60,000Hz apart.

Later, another zapper frequency was developed – 2,500Hz. When used with the same settings, this produces a spread of harmonics that are 5,000Hz apart. Many zapper users believe that this lower frequency is more effective for problems in hollow organs and body cavities.

Both versions are now in the Spooky<sup>2</sup> database. We've also added a dual version that uses the two Outs to transmit both frequencies at the same time.

But why stop there? A second version of this for remote use incorporates Spectrum, too, making life Frequency Hell for pathogens and parasites.

Zapping is still most effectively done in Contact Mode, although Dr. Pankaj Mishra has kindly provided very useful Remote versions..

Since the last frequency transmitted in Contact Mode zapper sets is always 0Hz for 21 minutes, we've decided to remove it, so these sets now take 63 minutes. But you should use the 21 minutes saved to relax and give your body a chance to get organised to deal with clean-up. Then you can help out by running a detox Program.

If you haven't tried zapping, you should because it's very effective. And it's still the best way to kill a tapeworm safely.

## Pests & moulds

My own informal environmental experiments with Spooky<sup>2</sup> and the Spectrum sweeps have given me some pretty astonishing results so far.

It all started at the end of summer 2013 with a black mould on my natural wood and tiled floors. My home is the driest place I've ever lived in, so finding this was a shock.

The mould was sticky and couldn't be either swept or vacuumed – both bad ideas anyway. So the only way to deal with it was to get down on hands and knees to physically dislodge it, then very carefully clear one tiny area at a time.

Because I'm spinally disabled, this was out of the question for me, so I had to find another solution.

I took a sample of the mould and put it in tape, then inserted it into my home-made DNA Holder attached to an older UDB1108S generator I was using at that time. I then ran the two-part CAFL Fungus and Mould set in an endless loop.

It took a month to six weeks, but eventually that black mould turned grey, which I took to mean that it was dead.

A couple of weeks later, a correspondent whose home was infested with springtails wrote to me at my Delusional Insects [website](#). She didn't have Spooky, but she did have a commercial Rife machine. So I told her how to set it up for

remote, use a dead insect as the remote transmission DNA sample, then transmit a frequency set that had been reported by another correspondent to drive collembola out of the body.

It worked – her home was cleared of collembola.

Shortly after the release of the Spooky Spectrum Sweep, I noticed one morning that I had large black ants in an unused bedroom – about 50-60 of them, all coming up from under the floor.

So I decided that I'd try the same trick. I killed one, put it in a paper tape wrap, then ran the Spooky Spectrum Sweep non-stop.

The numbers dropped dramatically almost immediately, and within a week they were all gone.

I also noticed that my fresh organic produce was developing moulds very quickly. So I did the same with two different types – one blue, one white.

No more moulds grow on my fruit and veggies now!

Another escapade was with hordes of red ants in my kitchen. A dual-Remote 5M ran the Converge Sweep on two corpses, and they were all gone in three days.

After that, I had yet another ant infestation by a different species. Again, I dealt with it using Spooky<sup>2</sup>, and they all

disappeared from my kitchen – within five minutes this time. Since then, I've had another three ant infestations in my kitchen. Spooky<sup>2</sup> despatched all my unwelcome visitors within an hour each time.

They're invading from my garden, where they're very welcome to live unmolested. But I don't wish to share my home with them.

I also eradicated an infestation of pesky drain flies in my bathroom. I ran the sweep for 30 days, and unwelcome visitor numbers reduced from 30-50 flies a day to zero.

I strongly suspect that there was most likely more than one gene pool involved in this particular infestation because of the length of time taken in comparison to the other insects.

Nevertheless, no more drain flies!

How does it work?

Well, just like us, insects have bacterial and fungal symbionts in their gut to help them digest food. The sweep kills these very quickly, and suddenly the pests are starving to death in the midst of plenty.

There have also been reports of Spooky<sup>2</sup> being used successfully to eradicate fleas. The Spooky Spectrum Sweep wasn't used in this case, but the CAFL set for Fleas.

I found this interesting because it means that insects for which a frequency set exists can be killed in the environment. Since there are frequencies for Bird mites in the database, this is good news for those infested both personally and environmentally with these dreadful pests.

It means that adults in the home will die at the same time as emergent young in the skin.

And because there are also frequencies for dust mites (*Dermatophagoides*), it's also good news for asthma and allergy sufferers because it's a non-toxic way to quickly eradicate dust mites in the home – simply by putting a few samples of sweepings in the Remote.

Unfortunately, Spooky<sup>2</sup> is probably not going to be able to solve gardening problems. Outdoor infestations are far more likely to be composed of insects from many different gene pools, so only those genetically related to the transmission insect will be affected.

If you have insect or mould infestation problems, please give this a try and let me [know](#) how you get on.

## How the universe works

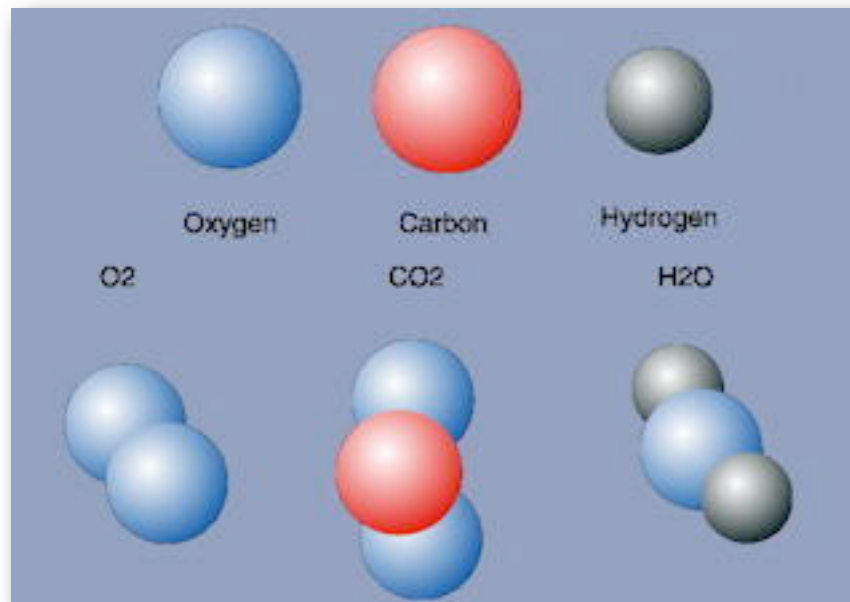
If you want to get the most out of Spooky<sup>2</sup>, it's essential that you understand one very basic thing – energy. And in order to do that, you have to be prepared to completely discard your present beliefs about reality and the nature of the universe.

Because things are not what they seem to be.

Right now, you probably believe that the world you live in is solid. And it certainly seems that way – if you bump into a coffee table, you'll hurt your shin and hop around the room in pain. The coffee table is matter, and so are you.

But what is matter?

Matter is made up of molecules. And molecules are made up of elemental atoms. The nature of those elemental atoms, and the way they're joined together, determines the type of matter you're dealing with.



Here's an illustration of the difference between atoms and molecules.

The top row of spheres are single atoms of oxygen, carbon, and hydrogen. Single atoms are called elements.

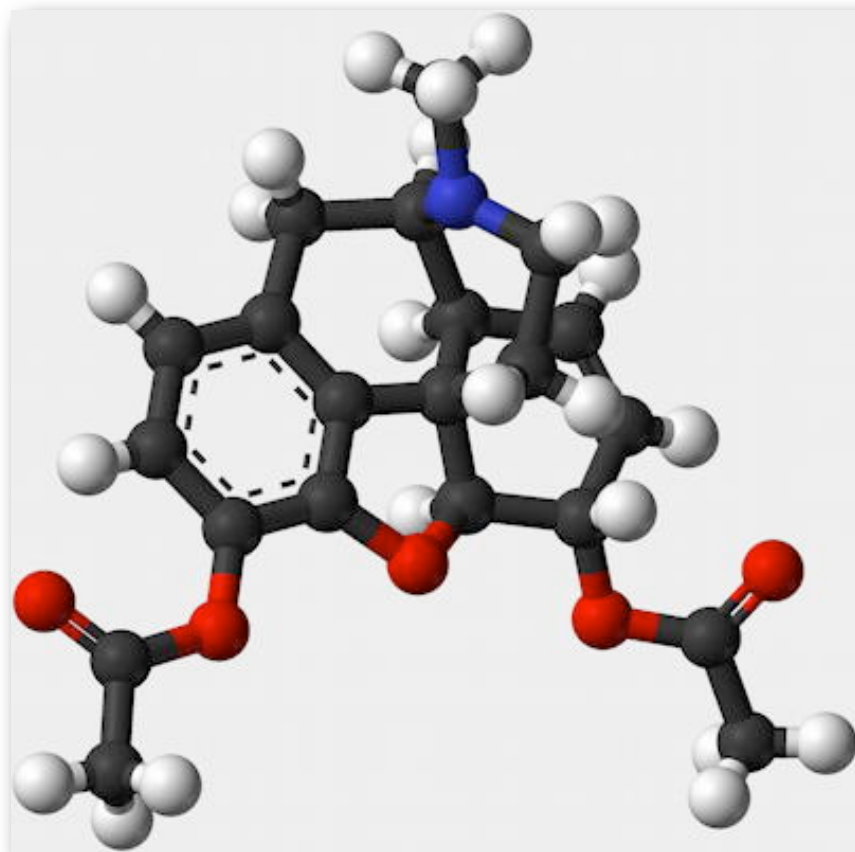
Below them are simple molecules that are made up from those atoms: O<sub>2</sub> is the type of oxygen we need to breathe, and it's made from two single oxygen atoms.

Next is carbon dioxide, which we exhale. That's made from two atoms of oxygen that have bonded with one atom of carbon.

The final molecule is water, made from two atoms of hydrogen and one atom of oxygen.



These are all very simple molecules. Two are gases, and the third is a liquid. Now we'll look at a more complex molecule.



This is a molecule of heroin. It's made from atoms of carbon, hydrogen, nitrogen, and oxygen.

The solid links between the atoms in the illustration don't actually exist – they're simply used in models of molecules to show how each atom is bound to its neighbours.

This method of modelling is called stick-and-ball.

As molecules go, heroin is fairly straightforward. But there are a great many others that are far more complex than this.

When you look at this molecule, you can see that it actually consists of one other thing besides its constituent atoms.

Empty space.

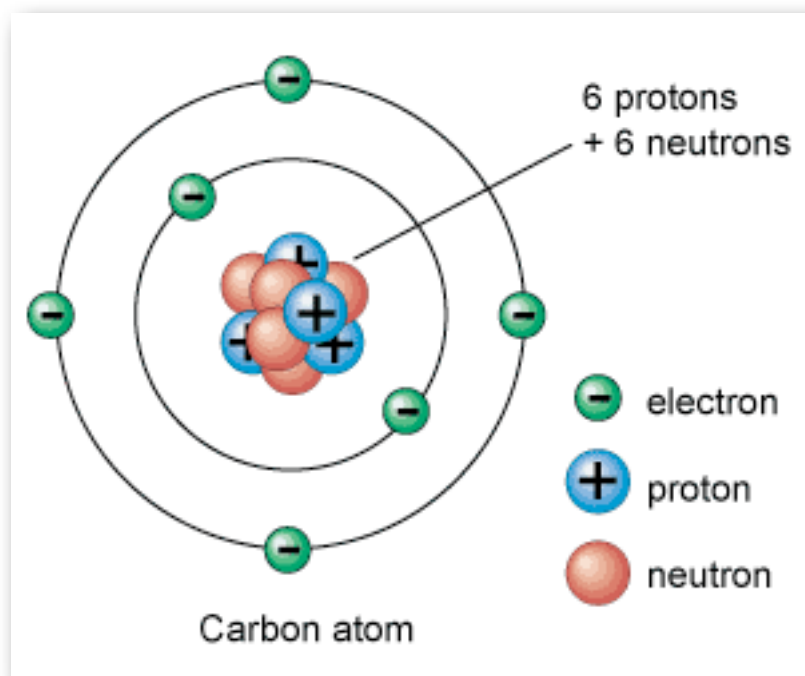
In fact, it's more empty space than it is atoms.

Yet heroin isn't a gas, and it isn't a liquid – it's a solid. A solid that's mostly made up of empty space.

OK, but it's still got a whole bunch of atoms in there, and they must be what give heroin its apparent solidity.

So let's examine a single atom and see what it's made from.

We'll pick carbon, since diamonds are made from this, and they're one of the hardest and most solid things on Earth.



The nucleus in the centre is composed of neutrons and protons that are tightly packed together. The rest of our carbon atom is six electrons, all orbiting the nucleus very rapidly.

Every type of elemental atom has a different number of protons, neutrons, and orbiting electrons.

You'll notice that protons all have a positive electrical charge, and electrons all have a negative charge. Neutrons, as their name suggests, carry no electrical charge, and are neutral.

But, just like a molecule, an atom is once again mostly empty space.

And when you start to probe even deeper into the structure of neutrons, protons, and electrons, you find that they're composed of even smaller sub-atomic particles. Interesting, but not terribly exciting so far.

Now let me show you something that will shock you – it certainly shocked me when I first found it out.

Let's gather together every single molecule that exists in the observable universe. We'll split all those molecules into their constituent atoms, removing all the empty space.

Now we'll make a necklace of all those single atoms end to end.

How long do you think that necklace would be?

It would be the same length as the Earth's orbit around the Sun – 600 million miles.

If you think that's amazing, let's go further now and remove the empty space in all those atoms, so we're only left with real solid material. And then we'll roll all these solid leftovers up into a ball.

How big do you think that ball would be?

Get ready for this: all the atoms in the observable universe, with all their empty space removed and compressed into a single ball, would be the size of one single PEA.

Solid matter is an illusion.

Matter is energy. And energy is movement from one state to another and back again. This movement of energy is called vibration, or oscillation. And it's the mind-boggling speed at which this oscillation occurs that gives energy its appearance of solidity.

Think of a propellor on an airplane. When it's stopped, it's two or three distinct single blades. When it's moving, it looks like a semi-solid disc. If you could build an engine that was capable of turning the propellor faster than the speed of light, the semi-solid disc of the propellor would become solid, and you could reach out and touch it without harm.

At this speed, linear time breaks down, and the individual blades are now in all their possible positions at the exact same instant.

In other words, what were originally positions in time have now become positions in space.

So now we've identified three interrelated aspects of energy that relate to its manifestation as matter, and they're not just the building blocks of the universe we're all part of, they're also the foundation stones of Rife therapy.

They are speed, space, and time, and we'll look at them in the next section.

And we'll see how the combinations of these three variables explain the infinite multiplicity we experience all around us.

## Speed, space & time

Speed is a function of space and time. When you take a leisurely stroll, you're moving through five miles of space in one hour of time - 5mph. When light takes a stroll, it moves through almost 671 million miles of space in one hour of time - 670,616,629mph.

When something vibrates, or oscillates, it's energy moving through space and time. The difference is that the distance through space is almost infinitesimally small, and the time taken for the journey varies with whatever's doing the vibrating. Another difference is that vibration is always a journey from A to Z and back again – it's never in one single direction.

To simplify things, let's call this journey from A to Z and back again a “state change.” Where energy is concerned, this state change is from positive to negative and back again, and as energy undergoes it, its amplitude, or power, changes. The speed at which this state change happens isn't measured in miles per hour – instead, we measure it by finding out **how often it happens in a given time**. This is called “frequency.”

Everything in the universe, from an elemental atom to a star, has its own unique frequency. And the reason for this is the different number of protons, neutrons, and electrons that make up each elemental atom. But there's more. When you take elemental atoms and make a molecule from them, that molecule now assumes its own unique frequency.

This happens every time you move one level up the scale of complexity. So the frequency of an elemental atom of oxygen is different from the frequency of the oxygen you can breathe (two atoms making up a molecule), and both are also different from the frequency of water (two elemental atoms of hydrogen bonded with one elemental atom of oxygen).

So frequency is a measurement of how fast energy moves through one single state change in a given time. This used to be called Cycles Per Second (CPS), but it's now called Hertz (Hz).

But there's another very important attribute of energy we haven't looked at yet. Amplitude is a measure of how strong or powerful the energy is, and it changes throughout every state change. The change can be orderly or chaotic. Chaotic energy change is called “noise.” Here, we need only deal with orderly change, and we'll do so in the next section.



## How Rife works

Depending on what it's being used for, Rife therapy works in a number of different ways.

Perhaps the most common use for frequencies is to kill pathogens, and the best description of how that process works that I've ever heard comes from John:

*“Imagine a cowboy with a whip. He brings the whip back, then forward. When the sinusoidal energy wave travelling down the leather reaches the end, it must change direction very quickly. When it does, there is a loud ‘crack’ as the speed of the tip exceeds the speed of sound.*

*“It is only when the direction changes that the energy is expended. This is a close analogy to why only the peaks and troughs of a waveform create the output frequencies. These are the points in the wave where the voltage and fields change direction.*

*“Technically, it can be explained as conservation of momentum. Momentum is a vector that has direction. Momentum will not turn corners, so some of it is expelled as energy.”*

This principle explains how “whiplash” injuries sustained in car crashes can be so physically devastating.

So now, here's the unsuspecting pathogen, minding its own business, busy making your life miserable, and buzzing along at its own natural frequency.

Out of the blue, it now finds itself vibrating with much greater force because you've just transmitted its own natural frequency into your body by “cracking the Spooky<sup>2</sup> whip” repeatedly. Adding two identical frequencies to each other greatly increases the energy in the target system, just as two ocean waves become bigger and more powerful when they conjoin as one.

But your overlaying waveform now controls how those conjoined energies behave. If you've chosen a wave with abrupt direction changes in energy, the rapid and repeated “whip-cracks” will cause electrical state changes that can damage, disable, or devitalise the pathogen.

Some frequency sets are specifically designed to disable specific life-systems, cell-wall components, or functions, so that a pathogen can no longer reproduce, take in sustenance, or even move. So it will quickly die.

For detox, the repeated application of energies serves to “bump” pollutants out of cells and tissues to where they can enter the blood or lymph and be removed by the liver and kidneys. So it works on pretty much the same principles as pathogen killing, except that its result is the mechanical movement of materials foreign to the body.

For healing, the process is completely different and works on the principle of frequency entrainment.

Take two grandfather clocks and stand them against the same wall.

Now set their pendulums swinging out of sync with each other. Within a few days, both pendulums will have come back into perfect sync with each other, and will remain that way until they’re disturbed again.

That’s entrainment.

Another example is a little more mysterious and is seen only in girls’ boarding schools and university dorms. At the start of the term, the girls’ natural cycles are all out of sync with each other. Within a few months, they will all have synchronized to within a couple of days of each other.

That’s also entrainment.

So if you take the frequencies of a healthy liver, or a robust immune system, and you transmit them into a body where these are not so wonderful, within a few days frequency entrainment will have taken place, and things will start looking much better.

Some experienced Rife researchers also maintain that since life itself is frequency, the simple act of transmitting beneficial frequencies into the body – *any* beneficial frequencies – will act to “wake up” the immune system, “remind” it of its function, and set it to work again properly.

### **The Golden Rule of Rifing:**

Any living thing that lives in or on you, that consumes your energy or resources, and that confers no benefit upon you in exchange, is a parasite. This includes insects, fungi, bacteria, and viruses.

It may surprise you to learn that, with the possible exception of viruses, all parasites themselves have parasites. Viruses and spirochaetes can parasitize bacteria. Fungi can parasitize larger fungi. They can also host viruses, bacteria, and insects. And insects can harbour many different parasites internally and on the surface of their bodies.

Entirely understandably, insect infestation sufferers wish to be rid of their pests the moment they get their hands on a Rife system. I did this myself – and it brought me a world of nightmare and suffering.

When you kill hundreds of thousands of large parasites like mites (“large” by comparison with bacteria), you’re leaving all their internal and external parasites alive. When the insect bodies decompose, all those living fungi, bacteria, and viruses are released into your bloodstream.

And now you’re in big trouble. Since you’ve just killed their hosts of choice, *you* will have to take their place.

You’ve just given your already-overburdened immune system a few million extra headaches to deal with.

So the rule when rifing is this:

*Work from smallest to largest.*

This can also be stated as:

*Work from the inside to the outside, from the things contained to the container itself.*

If you proceed like this, you won’t end up in the awful trouble that I did, because when you finally get to kill your biggest parasites, you will already have killed everything they might have unleashed.

## Appendix A: terrain

When you're dealing with a serious condition, it's a very good idea to start by preparing your body for the war you're about to wage.

This treatment plan was devised by Johann Stegmann as part of the original Morgellons Protocol. However, its use is also recommended for anyone preparing to tackle cancers, Lyme, or any other non-trivial illness.

By completing this first, you will remove metals, toxins, pollutants, and some common parasites, all of which can impede your progress unless they're dealt with first.

You will also ensure that your eliminatory system is prepared for the onslaught to come, and that your blood and lymph are cleansed and functional.

All timings here are given for a single XM generator using a **Dwell Multiplier of .33**. Run Programs consecutively with 4-24 hour breaks in between if required. Best used with a Spooky Remote v1.1 Bio North.

### Settings:

Use [JW – Healing](#) or [DH – Killing/Healing](#) (click either link to go there). Settings changes are indicated by the blue text “[Settings](#)” within a Program.

[Back to contents](#)

### Step 1 – Metals & Chemicals

#### Program 1 (remove metals):

*Arsenic as – XTRA*

*Mercury Toxicity V – CAFL*

*Heavy Metal Toxicity – XTRA*

Run this Program non-stop for **48 hours**. Next:

#### Program 2 (remove chemical materials):

*Detox Pesticide – XTRA*

*Detox Fluoride – XTRA*

Run this Program non-stop for **24 hours**. Next:

### Step 2 – System Detox

#### Program 1 (remove systemic toxins):

*Detox Toxic Proteins – XTRA*

*Detox Toxins Elimination 1 – XTRA*

Run this Program non-stop for **eight hours**. Next:

#### Program 2 (remove systemic toxins):

*Detox Toxins Elimination 2 – XTRA*

Run this Program non-stop for **24 hours**. Next:

#### Program 3 (remove intestinal toxins):

*Detox 1 Toxins In The Intestines – CAFL*

Run this Program non-stop for **eight hours**. Next:



**Program 4 (remove systemic toxins):**

*Detox 4 Toxins Throughout The Body – CAFL*

Run this Program non-stop for **eight hours**. Next:

**Step 3 – Organ/System Support:**

**Program 1 (remove parasites, restore normal liver function):**

*Liver 1 – PROV*

*Liver 2 – PROV*

*Liver Flukes – CAFL*

*Liver Function Balance – XTRA*

Run this Program non-stop for **16 hours**. Next:

**Program 2 (restore normal kidney function):**

*Kidney Function Balance – XTRA*

Run this Program non-stop for **16 hours**. Next:

**Program 3 (restore normal kidney function):**

*Kidney Insufficiency – CAFL*

Run this Program non-stop for **eight hours**. Next:

**Program 4 (remove blood toxins and pathogens):**

*Lymphangitis – CAFL*

*Streptococcus Pyogenes – CAFL*

**Settings:** Spectrum %: .02.

Run this Program non-stop for **eight hours**. Next:

**Program 5 (remove kidney/liver toxins):**

*Detox 3 Toxins In The Kidneys And Liver – PROV*

**Settings:** Spectrum %: 0.

Run this Program non-stop for **eight hours**. Next:

**Program 6 (remove intestinal parasites):**

*Detox 2 Parasites In The Intestines – CAFL*

**Settings:** Spectrum %: .02.

Run this Program non-stop for **eight hours**. Next:

**Program 7 (remove lymph toxins, restore normal function):**

*Lymphs and Detox – PROV*

**Settings:** Spectrum %: 0.

Run this Program non-stop for **16 hours**. Next:

**Program 8 (restore normal lymph function):**

*Lymph Support – CAFL*

Run this Program non-stop for **eight hours**.

This completes the terrain preparation. Please note that all Program timings are the minimums recommended, so don't worry if you overrun any of them.

This protocol is also available as a bank of Presets on the Spooky<sup>2</sup>.com [Downloads](#) page.

**If you suffer with liver or kidney problems, you should consider doubling the time allotted for these Programs.**

## Appendix B: Spectrum's story

If you're aware of the history of rifting, you'll have heard of the legendary Rife/Hoyland Sweep. Normally performed using a 3.3MHz or 3.1MHz radio carrier wave and a plasma tube, this four-hour sweep is reputed to kill all pathogens. By inputting a large audio frequency range into the carrier, a great many sidebands are created that ostensibly hit the MORs of all pathogenic organisms.

You can see a graphical representation of this process [here](#) – scroll down to the blue image near the bottom of the page. You'll see that the most powerful frequency is the 3.3MHz carrier, which has no therapeutic value and no function other than to act as transport for the audio frequencies.

You'll also see that the subharmonics to the left, and the higher harmonics to the right of the carrier all diminish in power as they get further away from the carrier frequency. It's important to be aware that these sidebands are depicted logarithmically rather than linearly. The effect of this is to make them look more powerful to the uneducated eye than they actually are.

Since the design and mechanics of this sweep are based on examinations of some of Dr. Rife's original machines, and on incomplete and sometimes cryptic documentation and reminiscences reputedly made by him and some of his collaborators, we decided to look at the mathematics and science rather than the history and conjecture.

This is not the place to go into details, but we will say that what we found made it clear that the Rife/Hoyland Sweep is flawed, and whole areas capable of vastly improving its efficacy had never, to our knowledge, been explored.

So we decided to start again, with a blank sheet of paper. And one single frequency. Because we knew that if we could do what we needed to do with just one frequency, we could extend the principles to sweeps. And we did.

The result is nothing short of a Rife revolution.

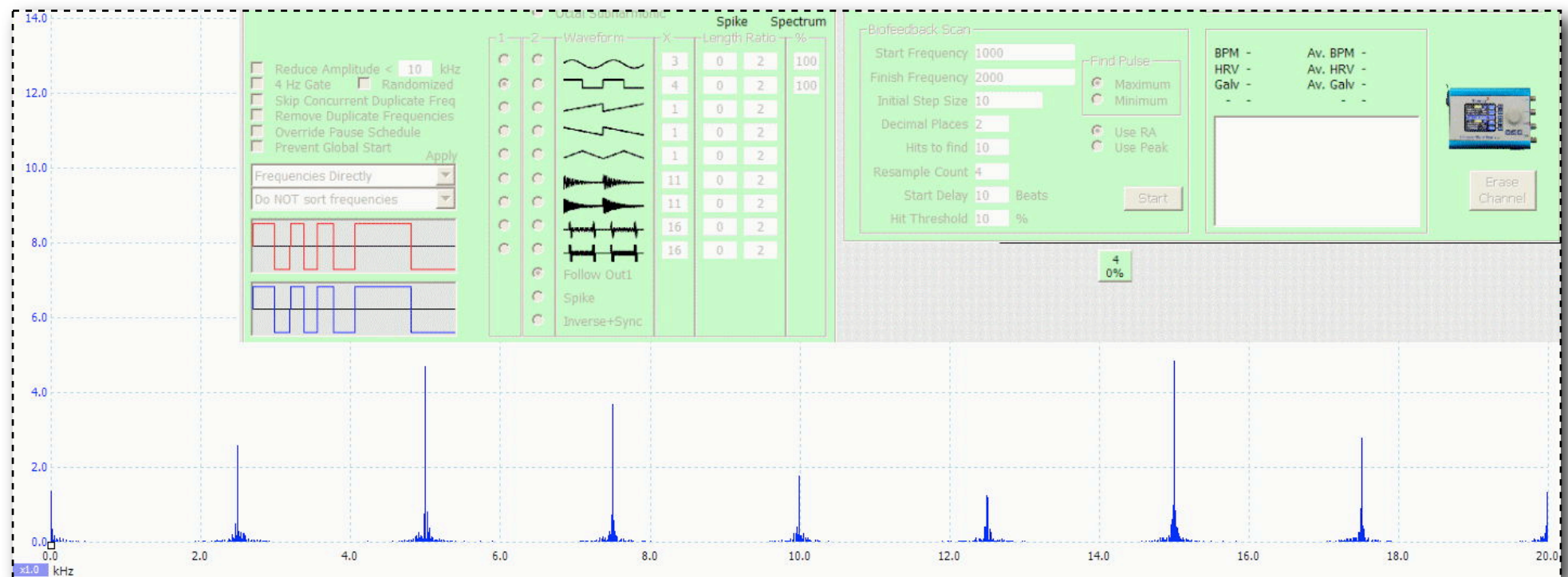
We call it Spectrum. It's an apt name because it's a bit like using mathematical prisms to split each frequency into up to 1,024 subharmonics and higher harmonics. It needs no useless energy-devouring carrier wave. And, best of all, the sidebands it creates

are all equal-power, no matter how distant from the centre frequency – another world-first.

The implications of using Spectrum on a single static frequency are astonishing enough, but when you apply it to a frequency sweep, it really comes into its own, and the sky is truly the limit.

So we sat down and designed the sweep that we believe the Rife/Hoyland Sweep could, and should, have been. Because our sweep doesn't need radio carrier wave technology, it can be used in Contact, Remote, or Plasma Mode.

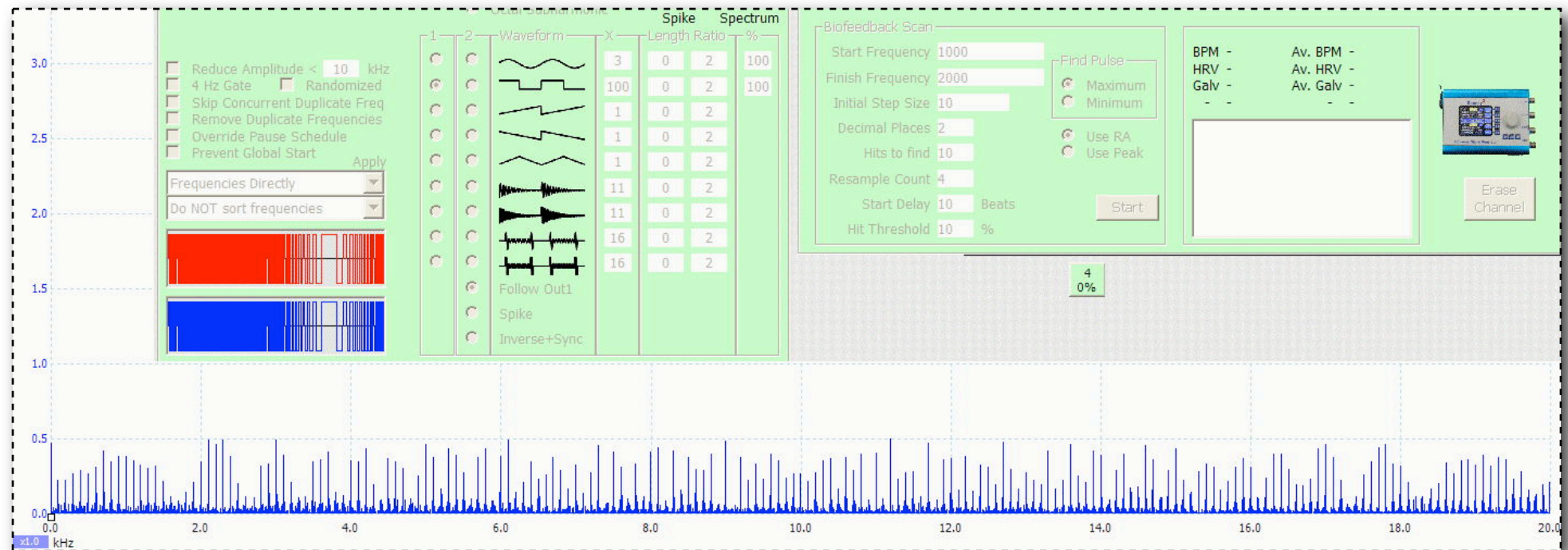
Now let's get down to the nitty-gritty. First, some explanations, then we'll show you how to use Spectrum effectively.



This is the first composite image of the Spooky2 settings, and the oscilloscope readings that proved we were on the right track. At this point, we were experimenting with a square wave. The centre frequency used here was 10,000Hz – 10KHz. We specified four

sub-waves, or “wavelets,” and a Spectrum value of 100%. Across the bottom of the image, you can see the oscilloscope readings of the different frequency clusters this produced in the 0-20KHz range.

Now, here’s what happens when you increase the number of sub-waves from four to 100:

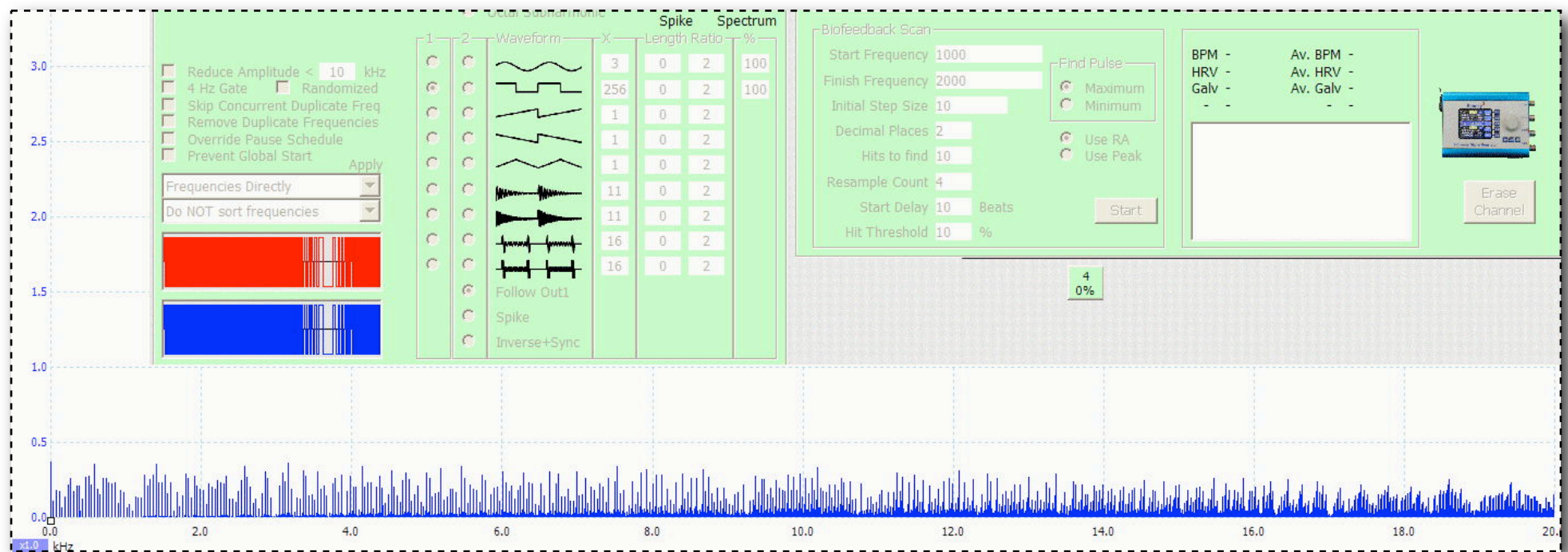


We’re still using a centre frequency of 10,000Hz and a plain square wave, but now take a look at the number of frequencies produced.

At this point, we knew we were getting somewhere. But how far could we push it?

The answer surprised us.



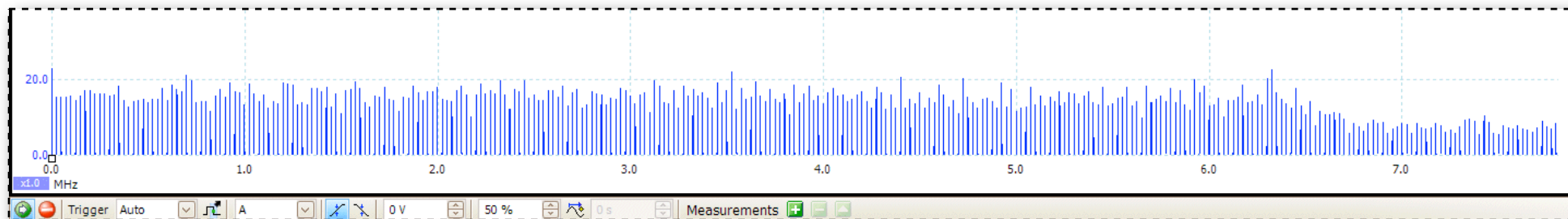


We used 256 sub-waves for this torture test. Normally, this would be quite a bit lower to allow for extended sub-waves taking up twice the sample points of the centre frequency. And there must also be sufficient resolution to accommodate the reduced waveform (if a lower Spectrum value is used, then a higher sub-wave count is possible).

But this composite image clearly shows that Spooky<sup>2</sup> and Spectrum can now easily do exactly what a plasma machine does. Except that Spectrum sidebands are more uniform across the entire range – *and* stronger.

But we still weren't happy. Notice the difference in height of most of the frequencies? We went back and took another look at our mathematical “prisms,” and discovered a way to tweak them to work with sub-hertz accuracy on sine waves instead of square waves. We'd successfully produced the range of sidebands we needed, without any fall-off in amplitude with distance from the centre frequency. But now we needed to see what our altered “prisms” could do with sine waves, while comparing like with like.

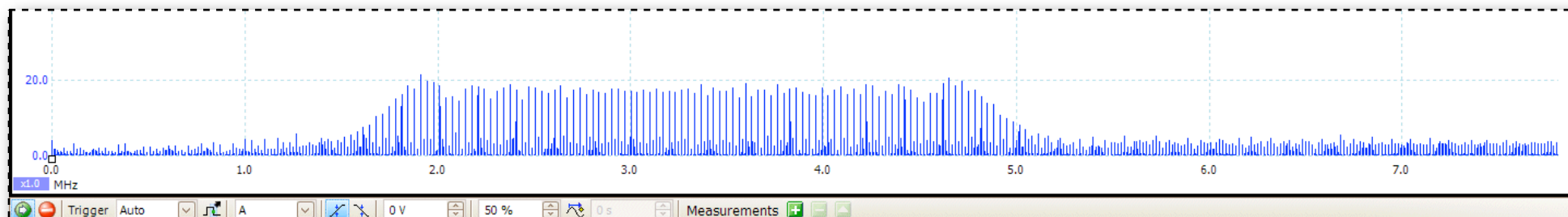
So we input parameters for the fabled Rife/Hoyland Sweep. And this is what Spooky<sup>2</sup> produced:



The centre frequency is the Rife/Hoyland carrier – 3.3MHz. We wanted frequency spacing of 25KHz, so we divided 3.3MHz by 25KHz to give us the number of sub-waves needed – 132. And we applied a Spectrum value of 100%.

Now our frequency spectrum is much more uniform in power, from 0-6.6MHz, with no typical plasma fall-off in amplitude.

But remember, we control the width of the frequency spectrum and the number of bands. So we altered one setting.



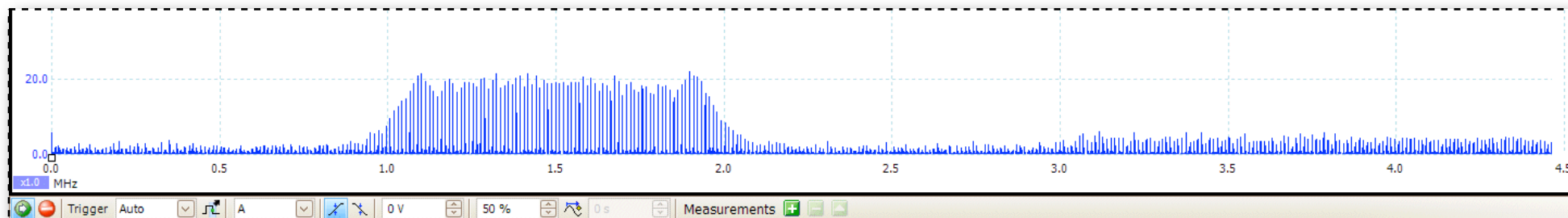
Simply by changing the Spectrum value from 100% to 50%, we now output only frequencies in the range from 1.65MHz to 4.95MHz (3.3MHz plus or minus 50%). This means that all our power is much more focused in a narrower band. And you can see the hugely positive effect this has on the uniformity of frequency amplitudes.

Another world-first.

Everything you've seen so far is using single static frequencies. But what happens when you input a sweep?

The answer is: *just about everything*.

A sweep from 3.3MHz to 3.325MHz will hit **ALL** frequencies. If we produce frequencies ranging from 1MHz to 2MHz, we'll hit the octal subharmonics of **ALL** viruses.



The generally accepted tolerance for frequencies to be effective is  $\pm 0.025\%$ . To fall inside this limit, our smallest distance between each frequency here needs to be 825Hz. This is achieved by using a centre frequency of 1.5MHz, 128 sub-waves, and a Spectrum value of 33%.

See how almost all the generator's energy is focused on the selected band, making the frequencies more powerful?

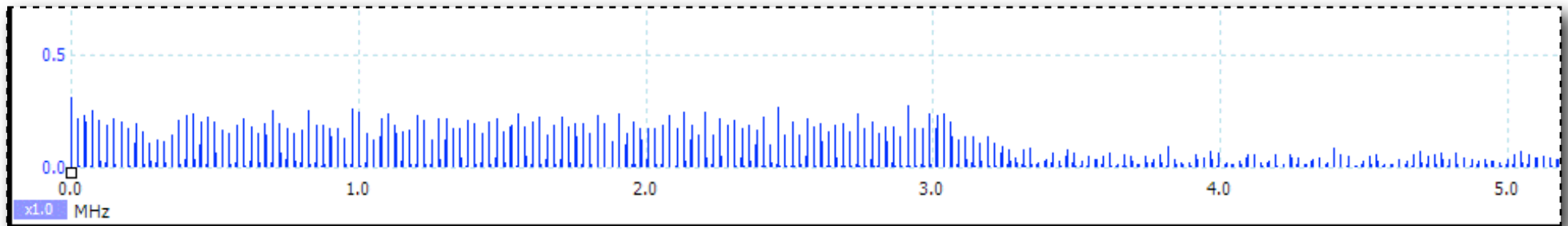
The awesome power of Spectrum cannot be understated. Spooky<sup>2</sup> now has the ability of transmit up to 1,024 frequencies simultaneously, each as high as 5MHz. And you can tailor the frequency range as well as the number of harmonics you wish to output.

This is true multiple simultaneous output – not high-speed digital signal or packet switching.

Using the settings above, a very slow sweep from 1.5MHz to 1.5078125MHz will hit the MORs of all known pathogens.

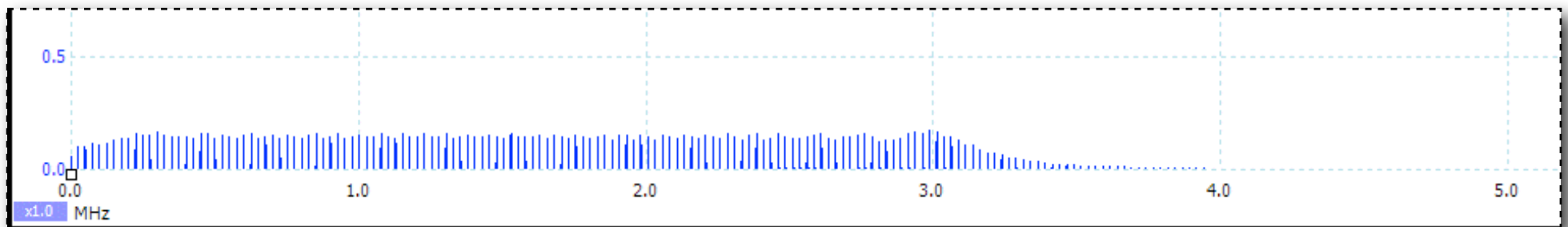
Which brings us nicely to a sweep that will hit the MORs of all pathogens – known **and** unknown.

First, here's our initial version of it using a square wave:



Once again, the frequencies are not uniform in power. We should explain at this point that this is because the odd harmonics in square waves interfere with signal strength smoothing.

Now let's see the sine wave version:

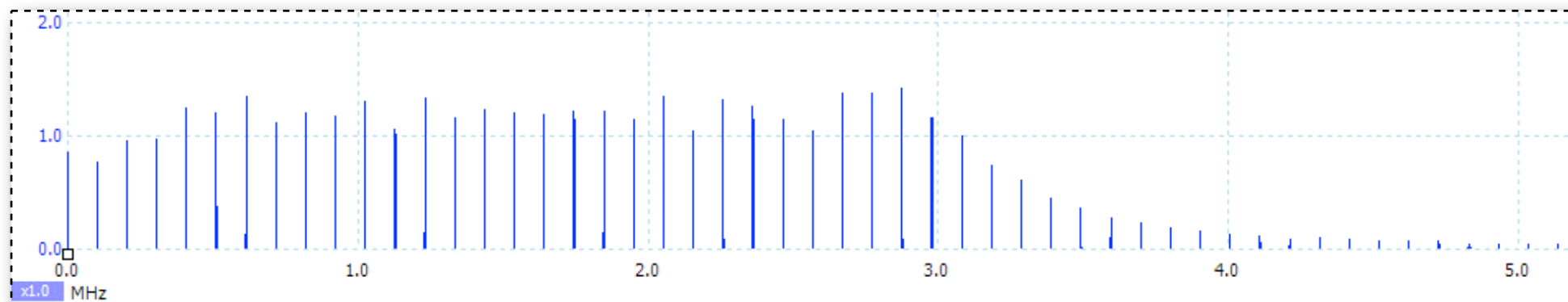


All the amplitudes here are uniform, and there are far less power-wasting harmonics above our end-of-range target of 3.2MHz.

But despite this, we still weren't happy with it. Because there are 64 frequencies being swept, and the output voltage of the new Spooky<sup>2</sup>-XM generators is 20 volts, this means that each frequency is allocated an average of just 0.3 volts. So we moved it up to the next level and built a new sweep algorithm that achieves exactly the same results using 16 frequencies instead of 64.

And here's what we called the "Spooky Remote Sweep":





Now the average frequency voltage has shot up to 1.25 volts, delivering four times more Spectrum power!

But that's only half the story, because we also engineered our new algorithm to produce matching octal harmonics at exactly the same time – for example, when the frequency is 1604000Hz, its octal harmonic of 3208000Hz is also being transmitted.

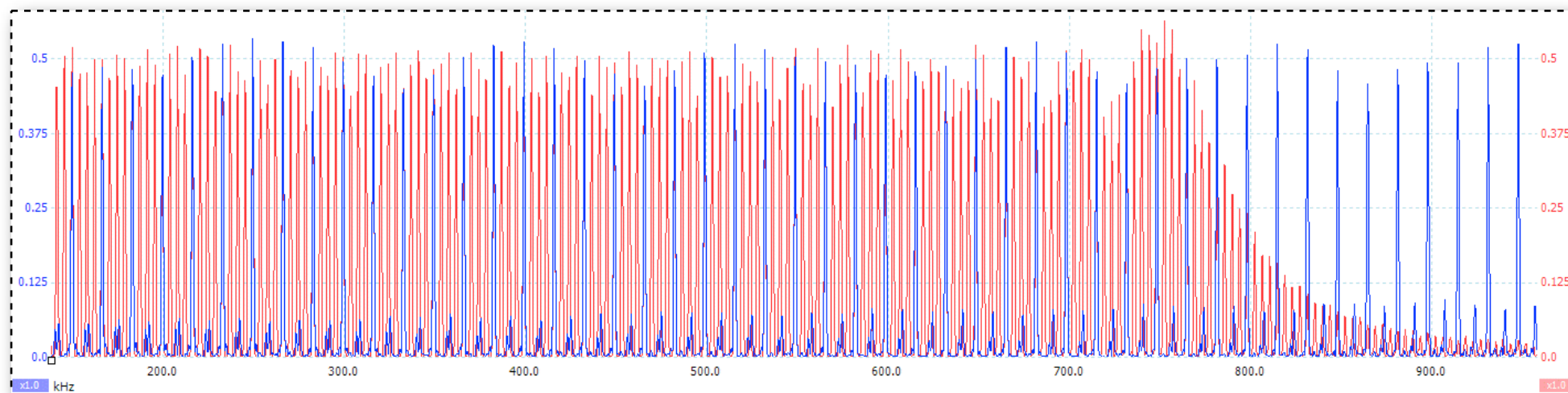
This technique is known to be much more effective than fundamental frequencies alone. Best of all though, it also means that the total voltage applied to every MOR is actually **2.5 volts**, half of it powering the harmonic.

This sweep uses the Cancer BX Virus frequency as its centre, and the original “Spooky Remote Sweep” was made up of six one-hour sweeps designed to run in Remote Mode for a total run-time of 24 hours.

However, the six-hour single run-time made it impractical for Contact use (that's why we called it the Spooky **Remote** Sweep).

Incredibly, within a few days of its release, we'd already found a way to make this 24-hour sweep run in a little over an hour by increasing the number of Wave Cycle Multiples from 16 to 96 – without any lessening of pathogen exposure times.

We called this version the “Spectrum Sweep,” and we updated Spooky2's database specially to make it available. But, as usual, development continued to try to make our sweep the ultimate pathogen killer. It culminated in another special database release that featured the very special “Spooky Spectrum Sweep.”



Transmitting through an additional Spooky Remote on Out 2 (or one Remote connected to a Spooky Boost 2.0), this adds a second smaller sweep that, when added to the main sweep, saturates the entire frequency range occupied by viruses and larger pathogens. This second sweep is added above in red. Even when run without the second Spooky Remote, this is still the most efficient pathogen-killing sweep we know of.

The finishing touch was to re-engineer our Spectrum technology so it could create simultaneous ascending and descending sweeps from the same pair of frequencies. The new “Spooky Converge Sweep” also uses an additional Spooky Remote connected to Out 2, or a single Remote with a Spooky Boost 2.0.

**Bottom line:** these Spectrum sweeps overwhelm all pathogens with frequencies, amplitudes, and application durations that meet or exceed all the original requirements laid down by Dr. Royal Raymond Rife.

Although Spooky<sup>2</sup> is packed to bursting with forward-facing technology and new thinking, the Spooky team is most proud of our newest addition – Spectrum. Without it, the extraordinary Spooky sweeps just wouldn’t be possible. For us, Spectrum is the main event, the real power, the star of the Spooky<sup>2</sup> show, and our coder extraordinaire John White considers it to be the pinnacle of his career so far. We agree. Now we better explain how to use it.

### **The Basics:**

- ▶ Frequencies on either side of a set centre frequency – or pair of frequencies expressed as a sweep – can be created. The spread of frequencies that will be produced is called the Spectrum.
- ▶ The size of this Spectrum is set by entering a value in the “% Spectrum” field. This determines how far above and below the centre frequency will be covered by the Spectrum – it’s a percentage of the centre frequency.
- ▶ The spacing, or distance, between the Spectrum frequency bands is governed by the number of sub-waves (or the Wave Cycle Multiplier, to give it its technical name).

### **The Formula:**

Where:

$f$  = centre frequency

$s$  = Spectrum (%)

$w$  = Wave Cycle Multiplier

then

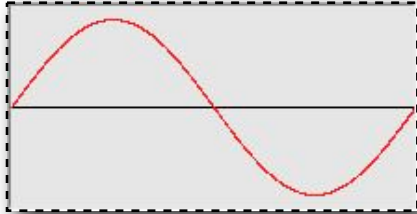
Spacing =  $(f*s)/(100*w)$

### **Examples:**

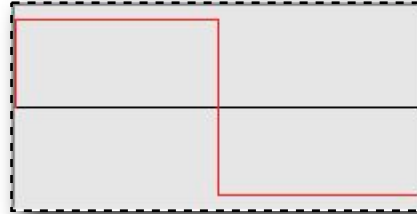
<u>Centre Freq (Hz)</u>	<u>Wave Cycle Multiplier</u>	<u>Spectrum (%)</u>	<u>Freq Band (Hz)</u>	<u>Freq Spacing (Hz)</u>
1000	2	20	800 - 1200	100
1000	10	20	800 - 1200	20
1000	10	50	500 - 1500	50
1000	100	100	0 - 2000	10
10000	10	20	8000 - 12000	200

## Appendix C: making waves

Spooky<sup>2</sup> generates 12 different waveforms. Here's what they are, and what they can do. First, the plain unaltered waves:



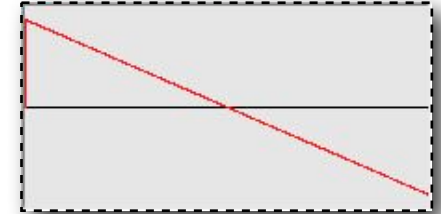
**Sine:** useful for healing with a gentle rise and fall in energy.



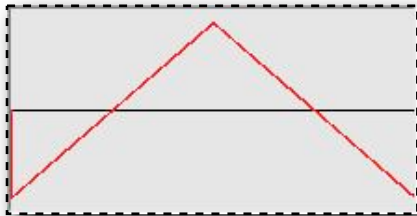
**Square:** normally used to kill pathogens, with almost instant rises to full power.



**Sawtooth:** a smooth rise in power, then an abrupt drop – useful for healing.



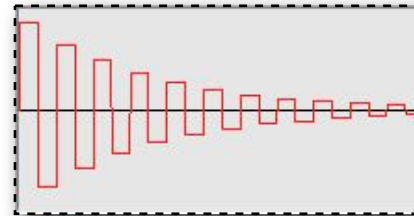
**Inverted sawtooth:** powerful killer, with an almost instant power rise.



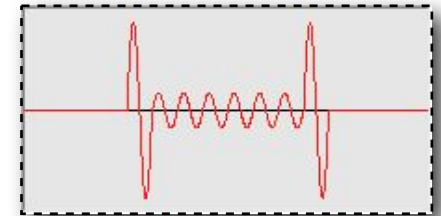
**Triangle:** smooth constant power rise and drop-off. Mainly experimental.



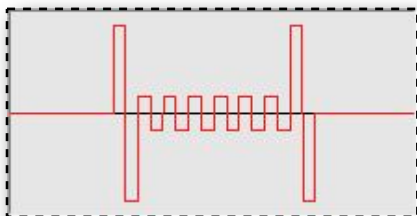
**Damped sinusoidal:** used by Dr. Rife in the '30s. Very powerful.



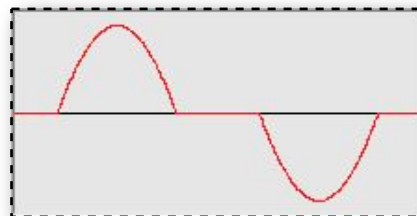
**Damped square:** world-first, extrapolation of Dr. Rife's damped sinusoidal.



**H-Bomb sinusoidal:** world-first, a very powerful new sine.



**H-Bomb square:** world-first, square version.



**Lily:** compressed sine with built-in pulsing.

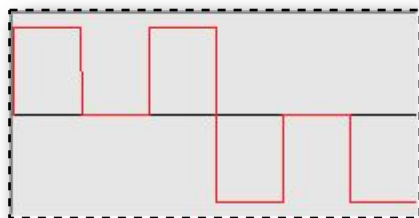
Spooky<sup>2</sup> offers two additional waveforms from the **Custom Waves Menu** – Colloidal Silver and Square Harmonic. These are designed to be used without any changes, and no frequency addition or modulation should be performed on them – so none will be shown on the following pages.



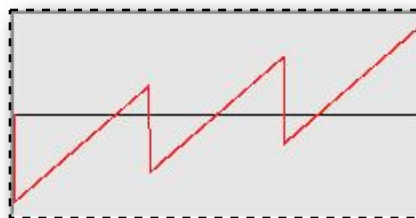
Now, here are the new waveforms generated by adding a second frequency that's three times the first:



**Sine:** add F1 to F2  
( $F_2=3 \times F_1$ ).



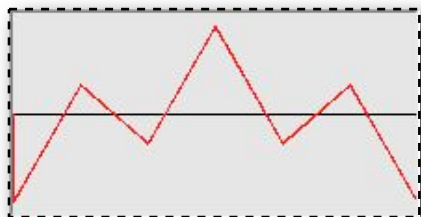
**Square:** add F1 to F2  
( $F_2=3 \times F_1$ ).



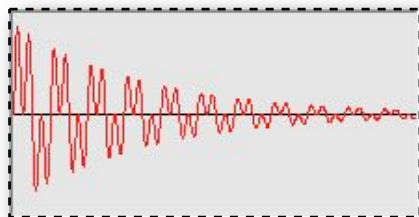
**Sawtooth:** add F1 to F2  
( $F_2=3 \times F_1$ ).



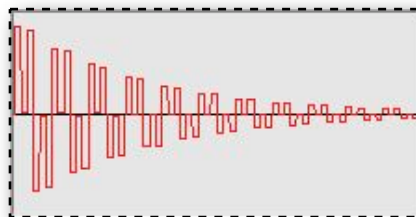
**Inv saw:** add F1 to F2  
( $F_2=3 \times F_1$ ).



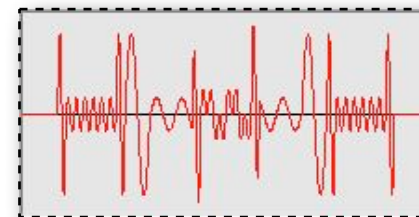
**Triangle:** add F1 to F2  
( $F_2=3 \times F_1$ ).



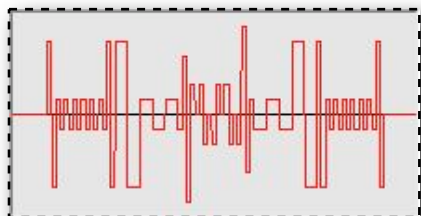
**Damped sin:** add F1 to F2  
( $F_2=3 \times F_1$ ).



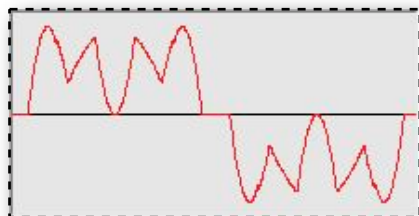
**Damped sq:** add F1 to F2  
( $F_2=3 \times F_1$ ).



**H-Bomb sin:** add F1 to F2  
( $F_2=3 \times F_1$ ).

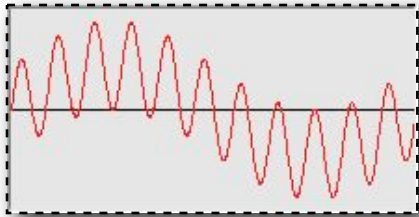


**H-Bomb sq:** add F1 to F2  
( $F_2=3 \times F_1$ ).

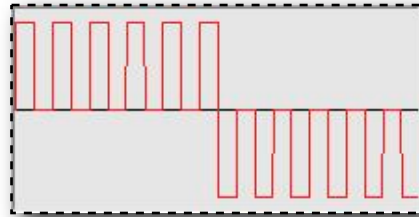


**Lily:** add F1 to F2  
( $F_2=3 \times F_1$ ).

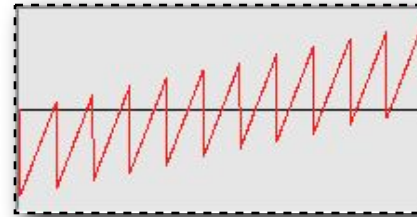
These are the waveforms that result from adding a frequency that's 11 times the first (the Holland 11th Harmonic Effect):



**Sine:** add F1 to F2  
( $F2=11 \times F1$ ).



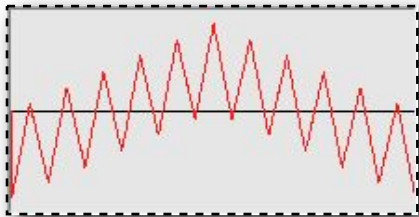
**Square:** add F1 to F2  
( $F2=11 \times F1$ ).



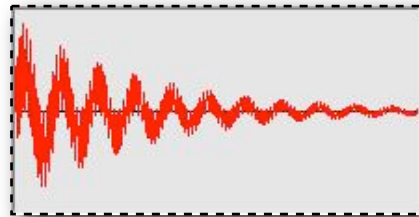
**Sawtooth:** add F1 to F2  
( $F2=11 \times F1$ ).



**Inv Saw:** add F1 to F2  
( $F2=11 \times F1$ ).



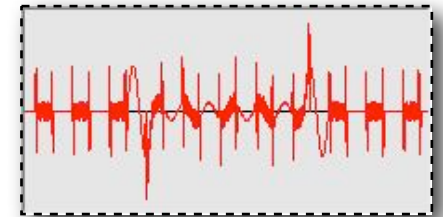
**Triangle:** add F1 to F2  
( $F2=11 \times F1$ ).



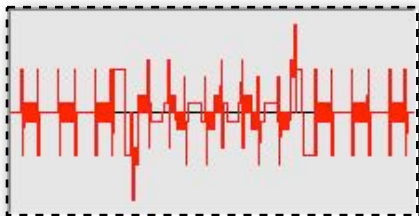
**Damped sin:** add F1 to F2  
( $F2=11 \times F1$ ).



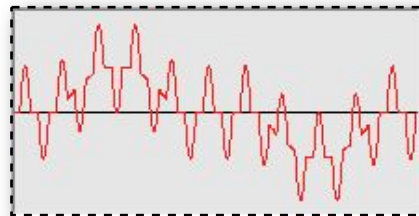
**Damped sq:** add F1 to F2  
( $F2=11 \times F1$ ).



**H-Bomb sin:** add F1 to F2  
( $F2=11 \times F1$ ).



**H-Bomb sq:** add F1 to F2  
( $F2=11 \times F1$ ).

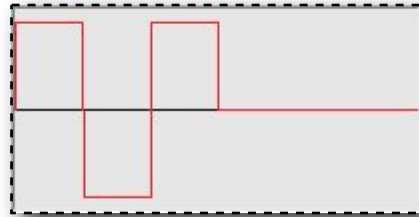


**Lily:** add F1 to F2  
( $F2=11 \times F1$ ).

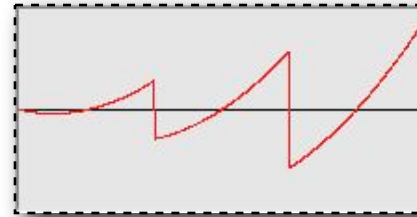
Double side band (DSB) amplitude modulation – this adds upper and lower harmonics. Frequency 2 is three times the first:



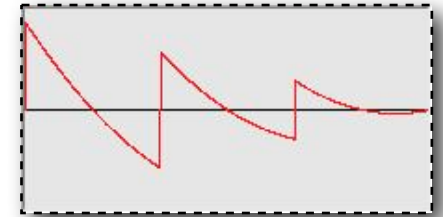
**Sine:** mod F2 using F1  
(AM DSB,  $F_2=3 \times F_1$ ).



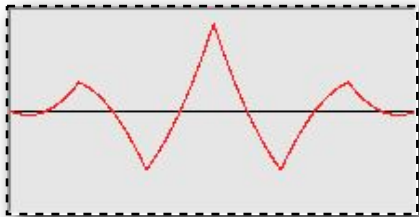
**Square:** mod F2 with F1  
(AM DSB,  $F_2=3 \times F_1$ ).



**Sawtooth:** mod F2 with F1  
(AM DSB,  $F_2=3 \times F_1$ ).



**Inv saw:** mod F2 with F1  
(AM DSB,  $F_2=3 \times F_1$ ).



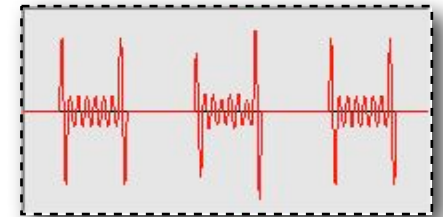
**Triangle:** mod F2 with F1  
(AM DSB,  $F_2=3 \times F_1$ ).



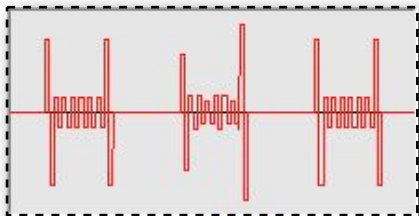
**Damped sin:** mod F2 w/F1  
(AM DSB,  $F_2=3 \times F_1$ ).



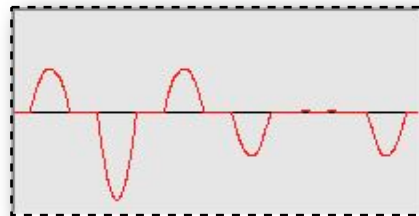
**Damped sq:** mod F2 with  
F1 (AM DSB,  $F_2=3 \times F_1$ ).



**H-Bomb sin:** mod F2 w/  
F1 (AM DSB,  $F_2=3 \times F_1$ ).



**H-Bomb sq:** mod F2 with  
F1 (AM DSB,  $F_2=3 \times F_1$ ).

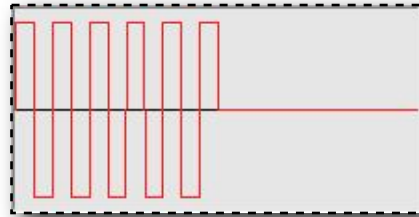


**Lily:** mod F1 to F2  
( $F_2=11 \times F_1$ ).

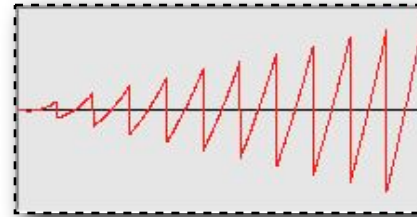
DSB amplitude modulation again – this time Frequency 2 is Frequency 1's 11th harmonic (the Holland Effect via DSB AM):



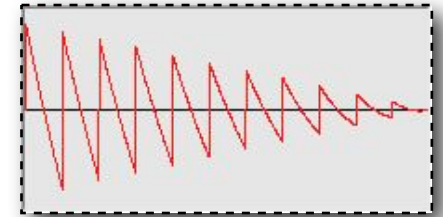
**Sine:** mod F2 using F1  
(AM DSB,  $F2=11 \times F1$ ).



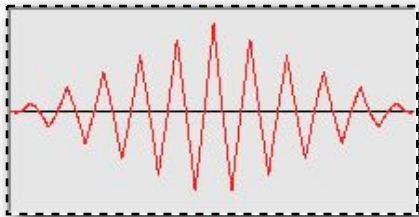
**Square:** mod F2 with F1  
(AM DSB,  $F2=11 \times F1$ ).



**Sawtooth:** mod F2 with F1  
(AM DSB,  $F2=11 \times F1$ ).



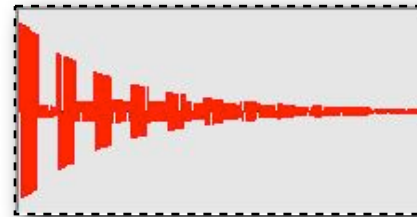
**Inv saw:** mod F2 with F1  
(AM DSB,  $F2=11 \times F1$ ).



**Triangle:** mod F2 with F1  
(AM DSB,  $F2=11 \times F1$ ).



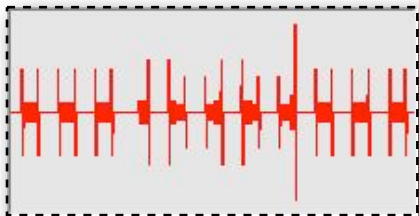
**Damped sin:** mod F2 w/F1  
(AM DSB,  $F2=11 \times F1$ ).



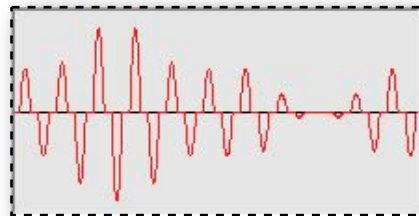
**Damped sq:** Mod F2 with  
F1 (AM DSB,  $F2=11 \times F1$ ).



**H-Bomb sin:** mod F2 w/  
F1 (AM DSB,  $F2=11 \times F1$ ).



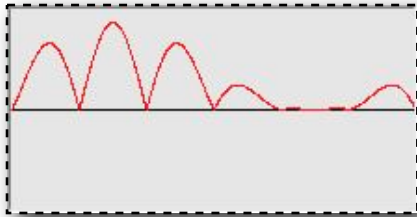
**H-Bomb sq:** mod F2 with  
F1 (AM DSB,  $F2=11 \times F1$ ).



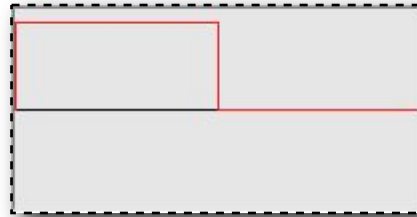
**Lily:** mod F1 to F2  
( $F2=11 \times F1$ ).



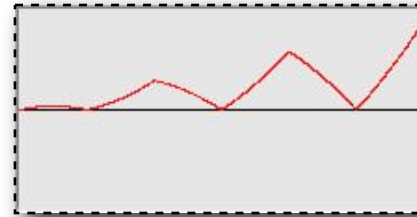
Single side band (SSB) AM adds powerful upper harmonics – Frequency 1 is multiplied by Frequency 2's third harmonic:



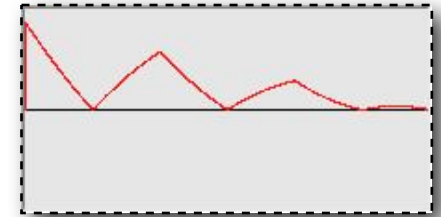
**Sine:** mod F2 using F1  
(AM SSB,  $F_2=3 \times F_1$ ).



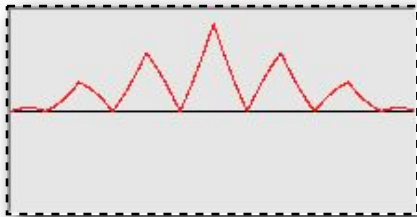
**Square:** mod F2 with F1  
(AM SSB,  $F_2=3 \times F_1$ ).



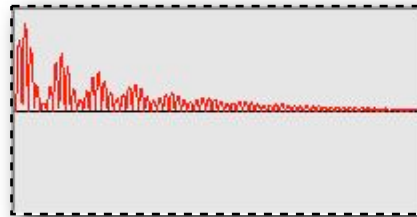
**Sawtooth:** mod F2 with F1  
(AM SSB,  $F_2=3 \times F_1$ ).



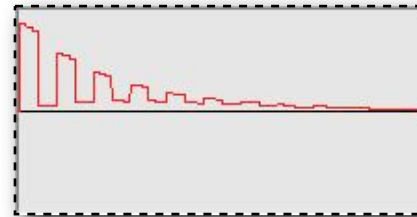
**Inv saw:** mod F2 with F1  
(AM SSB,  $F_2=3 \times F_1$ ).



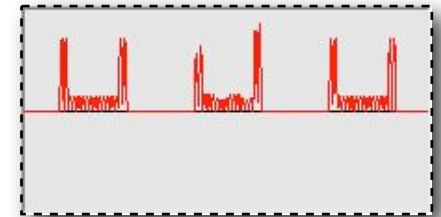
**Triangle:** mod F2 with F1  
(AM SSB,  $F_2=3 \times F_1$ ).



**Damped sin:** mod F2 with  
F1 (AM SSB,  $F_2=3 \times F_1$ ).



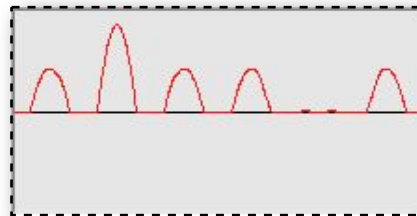
**Damped sq:** mod F2 with  
F1 (AM SSB,  $F_2=3 \times F_1$ ).



**H-Bomb sin:** mod F2 w/  
F1 (AM SSB,  $F_2=3 \times F_1$ ).

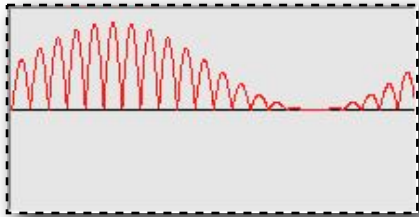


**H-Bomb sq:** mod F2 with  
F1 (AM SSB,  $F_2=3 \times F_1$ ).



**Lily:** mod F2 with F1 (AM  
SSB,  $F_2=3 \times F_1$ ).

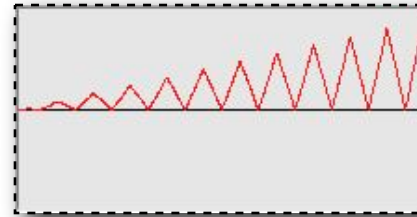
Finally, SSB AM again with Frequency 2 multiplied by Frequency 1's 11th harmonic (the Holland Effect via SSB AM):



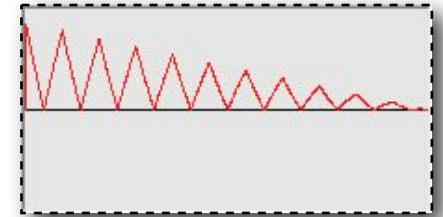
**Sine:** mod F2 using F1  
(AM SSB,  $F2=11 \times F1$ ).



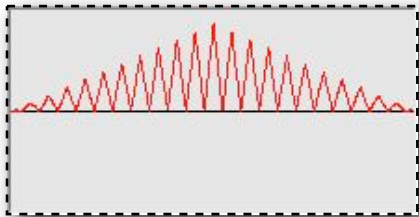
**Square:** mod F2 with F1  
(AM SSB,  $F2=11 \times F1$ ).



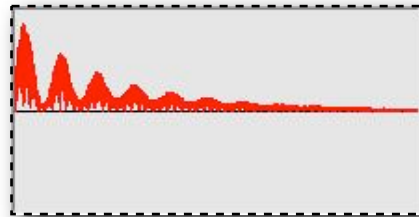
**Sawtooth:** mod F2 with F1  
(AM SSB,  $F2=11 \times F1$ ).



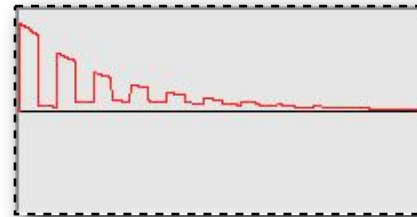
**Inv saw:** mod F2 with F1  
(AM SSB,  $F2=11 \times F1$ ).



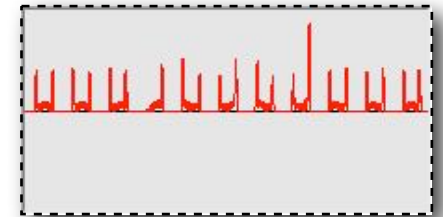
**Triangle:** mod F2 with F1  
(AM SSB,  $F2=11 \times F1$ ).



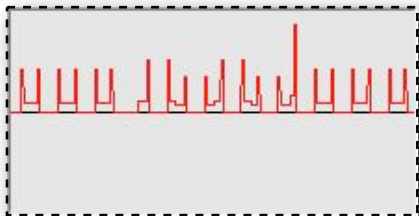
**Damped sin:** mod F2 w/F1  
(AM SSB,  $F2=11 \times F1$ ).



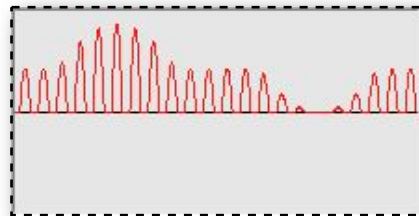
**Damped sq:** mod F2 with  
F1 (AM SSB,  $F2=11 \times F1$ ).



**H-Bomb sin:** mod F2 w/  
F1 (AM SSB,  $F2=11 \times F1$ ).



**H-Bomb sq:** mod F2 with  
F1 (AM SSB,  $F2=11 \times F1$ ).



**Lily:** mod F2 with F1 (AM  
SSB,  $F2=11 \times F1$ ).

## Appendix D: serial numbers

When the Spooky<sup>2</sup>–5M generator was first launched back in January 2014, the Auto-Sync function triggered by the selection of **Inverse+Sync** or **Spike+Sync** wasn't incorporated in the firmware because these features hadn't yet been developed by John White.

This was rectified about a fortnight later. However, this means that the first batch of generators built must have their outputs manually synchronised.

We have now identified the range of serial numbers involved:

**P/N24140001 – P/N24140181:** these XMs have no Auto-Sync function.

**P/N24140182 – P/N24140365:** if the Revision No. is 2.85, Auto-Sync is built in. If not, the generator must be manually synced.

## My thanks go to...

Although my name appears on the front of this Guide, the knowledge it contains comes from many sources, without whom it could never have been written. Inevitably, it will contain errors, which are mine alone, and omissions, which you can help correct by letting me [know](#) what I've missed so I can include it next time. Your comments are also welcome.

My thanks go out to:

**John White** (for vision and passion)

**Echo Lee** (for decency and goodness)

**Johann & Tania Stegmann** (for seeds and fruits)

**The Team: Melly Banagale** (for heart and determination)

**Keith Body** (for wisdom and example)

**Gwen Burley** (for integrity and will)

**Jason Elliott** (for constancy and energy)

**Jeffrey Huan** (for solicitude and helpfulness)

**Jeff Kaczor** (for grace and fortitude)

**Henrik Lorange** (for understanding and patience)

**Manuel Mallo** (for enthusiasm and skill)

**Jadran Margan** (for insight and empathy)

**Witold Pawlowski** (for knowledge and willingness)

**Bryan Yamamoto** (for kindness and dedication)

**John M. Kane** (for devotion and courage)

**Linda Ray** (for foresight and zeal)

**Paul Gruszka** (for relentless pursuit of knowledge and truth)

**synergy7** (for being the [YouTube](#) Spooky<sup>2</sup> Lone Ranger)

**Peter Carlich** (for pointing us at foot tubs months ago – yes, *still* coming soon)

**Spooky<sup>2</sup> Forum Members** (for taking control, and spreading the word)

**You**, dear Spooky<sup>2</sup> user (for your trust, and your spirit)



## Precautions for users

- If you suffer from impaired liver or kidney functions, please exercise caution when using Spooky<sup>2</sup>.
- Frequency generation systems should **NEVER** be used while pregnant.
- Please do not operate the Spooky<sup>2</sup> frequency generation system while driving or using dangerous machinery.
- Please keep your Spooky<sup>2</sup> frequency generation system out of the reach of children.
- If you feel nauseous, faint, dizzy, or have ‘flu-like symptoms or headaches after exposures to Spooky<sup>2</sup>’s frequencies, please drink lots of pure water and shorten your future Spooky<sup>2</sup> session times appropriately.
- Because no electricity is passed into the body when using the Spooky<sup>2</sup> frequency generation system to broadcast frequencies via nonlocal space (Remote Mode), this system should have no ill effect on the electrical or mechanical components of cardiac pacemakers or internal defibrillators. But, as always when using frequencies, please proceed with care and caution.
- If you do suffer with heart problems, or wear a pacemaker or other electrical implant, you should **NEVER** attach electrodes to the Spooky<sup>2</sup> system. Please use Spooky<sup>2</sup>’s Remote Mode **ONLY**.
- In general, it’s best to experiment with Spooky<sup>2</sup> before about 5pm because the excitation effects of frequencies on human cells can affect sleep. However, depending on the nature of your experimentation, Spooky<sup>2</sup> can be run overnight if desired.
- Finally, when experimenting with Spooky<sup>2</sup> or any other frequency generation system, proper hydration will produce better results. As a general rule, it’s best to drink 4-8 pints of pure water daily, half of it before noon.

On behalf of all the people who assisted in the development of Spooky<sup>2</sup>, we wish you all a long and healthy life.

*John White and David Bourke, April 2014*

## Legal Notice & Disclaimer

The Spooky<sup>2</sup> software and frequency generation system is not approved by the FDA as a medical device. It is intended for use as an experimental electronic device only. It is not intended for the diagnosis, prevention, cure, treatment, or mitigation of any disease or illness in human beings. Neither is it designed or intended to affect the function or structure of any human body system.

I, John White, and I, David Bourke, make no medical claims whatsoever for the Spooky<sup>2</sup> frequency generation system. If you have a problem with your health, please consult a licensed healthcare professional.

In the US, you can legally use frequency systems like Spooky<sup>2</sup> for testing, energy balancing, life extension, and relaxation. You can experiment using frequencies on bacterial cultures, laboratory animals, and yourself. For what it's worth, you still have a legal right to self-medicate under the Ninth Amendment of the United States Constitution.

In Germany and South Africa, as well as some other nations, frequency devices are legally licensed as medical instruments.

Please note that neither I, John White, nor any of my associates involved in the design and development of this system, are responsible whatsoever for the use, abuse, or misuse, intentionally or unintentionally, of the Spooky<sup>2</sup> frequency generation system or any of its component parts due to any circumstances beyond our reasonable control. In any case, I, John White, or any of my associates, shall have no other liability.

By using the Spooky<sup>2</sup> frequency generation system, you, the user, understand and accept that you have no expectation of curing any ailment. You also understand that possible negative physical and/or mental effects, unknown to John White or his associates, might result from the use of the Spooky<sup>2</sup> frequency generation system. Moreover, you intend to undertake only responsible experimentation, and you voluntarily accept all responsibility for the use and application of all frequencies generated by the Spooky<sup>2</sup> system.

Furthermore, you agree that you will not hold John White or associates responsible for any consequences, whether harmful or otherwise, that may occur as a result of using the Spooky<sup>2</sup> frequency generation system.

## Spooky<sup>2</sup> Software License

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